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МИР ИГРЫ

DEATH STRANDING

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DEATH STRANDING

TITAN BOOKS

Sam Bridges 8
Sam's Gear 16
Bridget Strand 28
Amelia 30
Diehardman 34
Deadman 36
Hartman 38
Mom 40
Lokni 42
Bridges Staff 44
Fragile 46
Couriers and Mules 50
Higgs 62
Terrorists 68
Clifford Unger 72
Soldiers of World War I 74 Soldiers of World War II 80
Vietnam War Soldiers 84
Creatures 86
Transport 132
Weapon 146
Buildings and mechanisms 150
Central Node 156
Capital Knot 160
Port Node 166
Lake Knot 170
South Node 176
Edge Knot 177
Cut Locations 186
Distributors 192
Chambers of the Necromothers 198
Isolator 204
Crematoriums 206
Wind power plant 210
Mama's Lab 212
Hartman's Lab 214
MULE Camps 218
Survivalist Settlements 222
Transshipment points 226
Personal quarters 228
Urban landscapes 232 Natural landscapes 240
Amelia Coast 244

256 people worked on the book

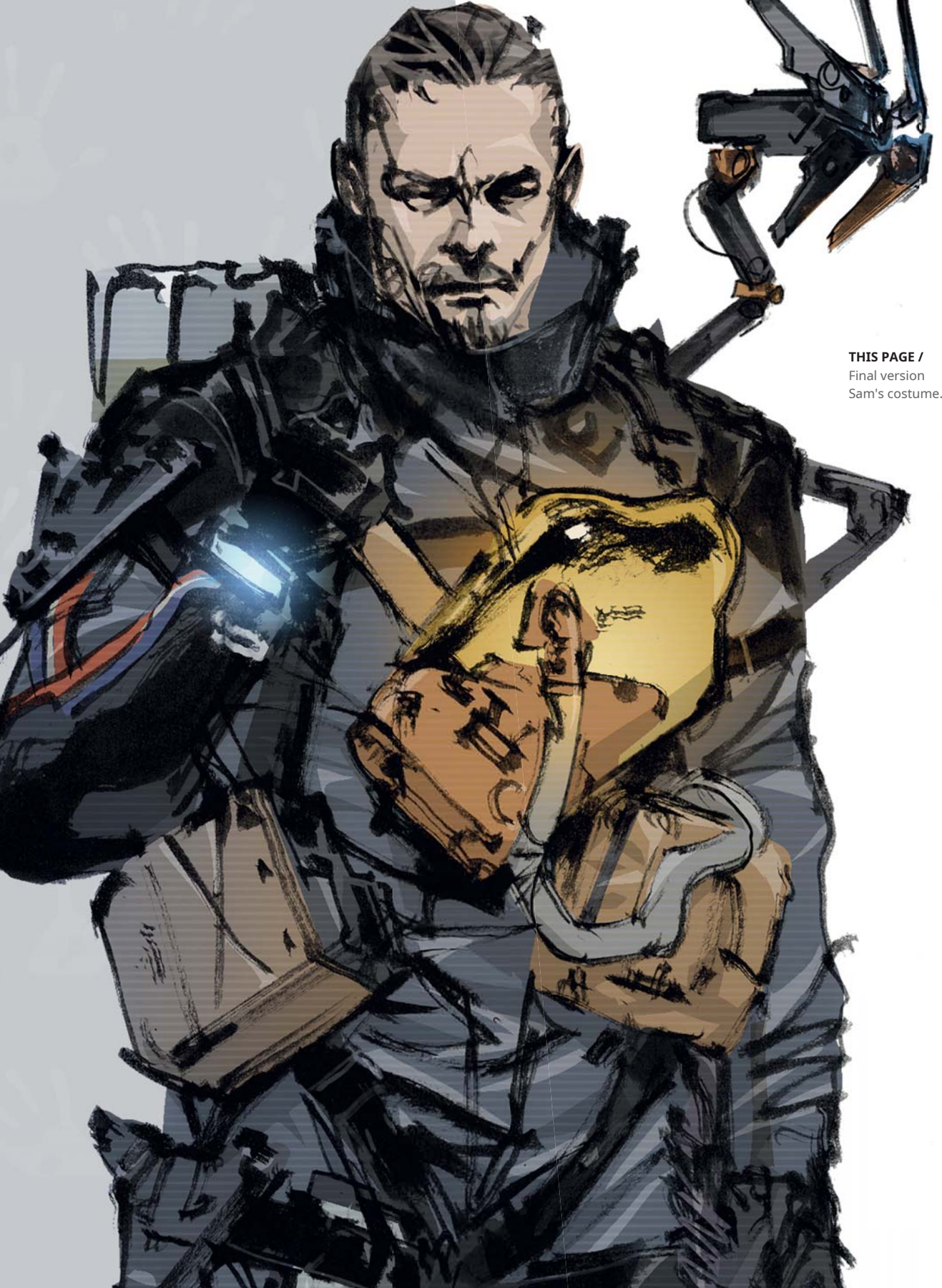
THIS TURN /Early Sam costume concepts.
At this stage of the design it looked more futuristic than

final version.

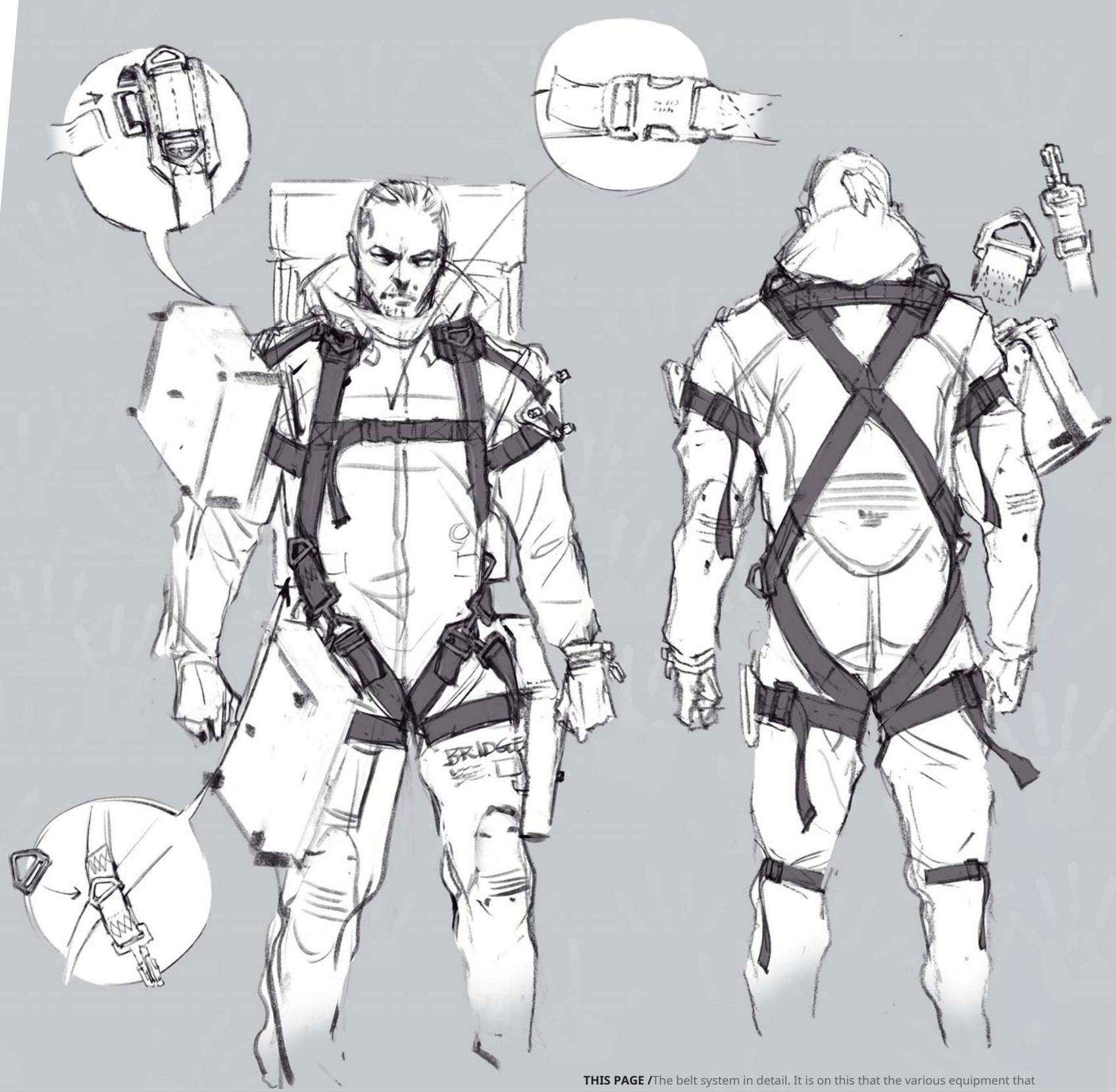
THIS TURN /In later ones The concepts gave preference to contemporary clothing styles and the supposed designs of the near future.

TOP /Sam's appearance and his suit changed along with the appearance of himself. world of the game.

THIS PAGE /Sam's costume gradually improved, becoming more and more similar to the final design that was included in the game.



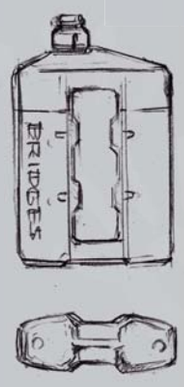
THIS PAGE /
Final version
Sam's costume.

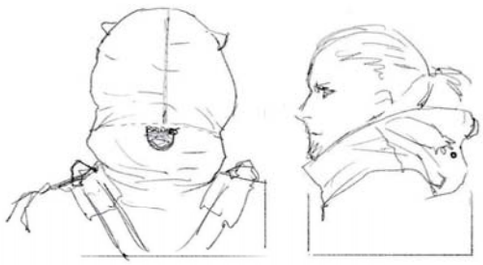


THIS PAGE /The belt system in detail. It is on this that the various equipment that Sam uses.

BELOW AND LEFT / Uniform boots "Bridges". Main the goal was to create universal boots ki, suitable as for long hikes, and for combat.

BELOW AND RIGHT / Realistic details in accessory design help create a more believable picture of the world.

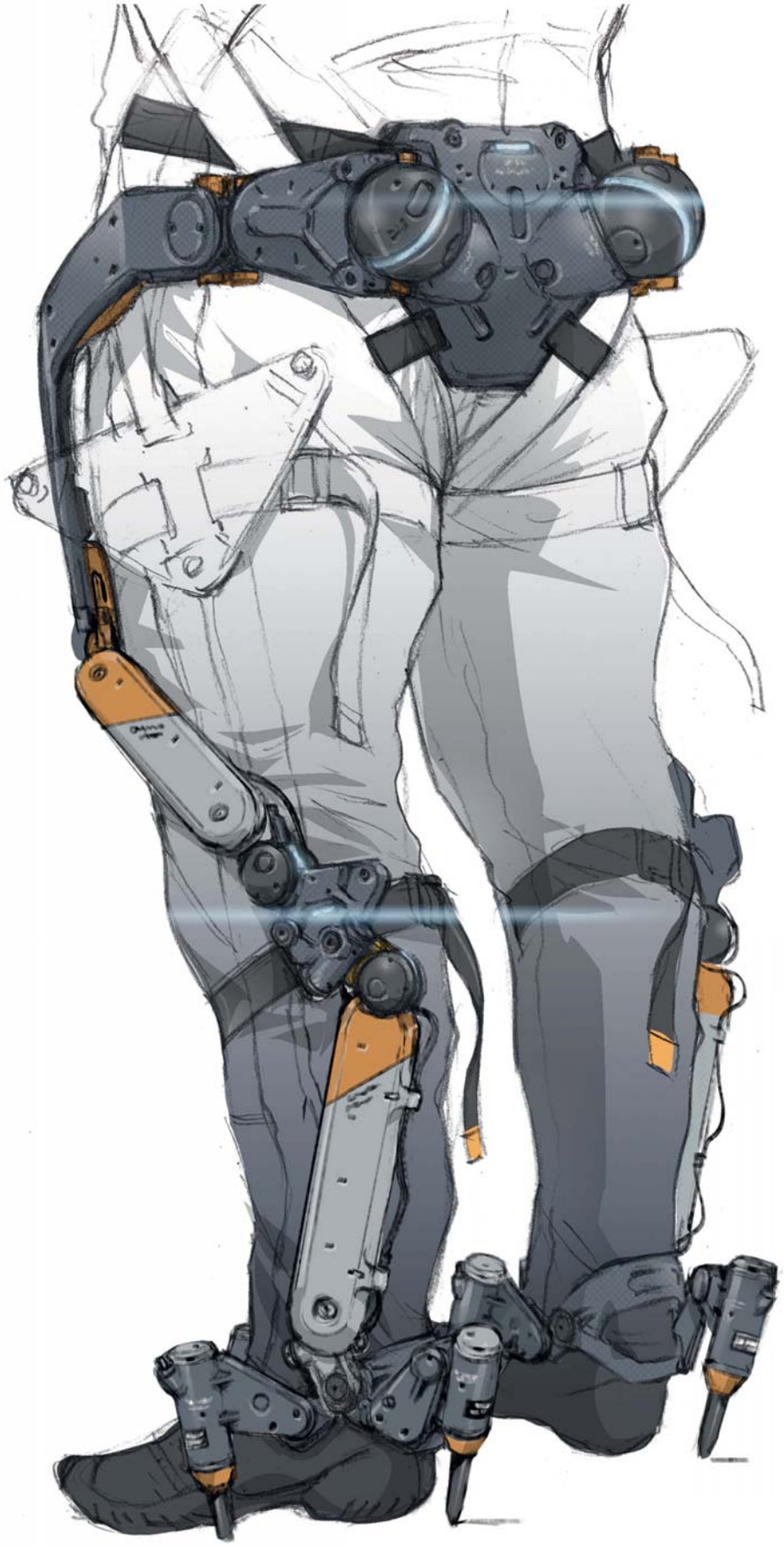


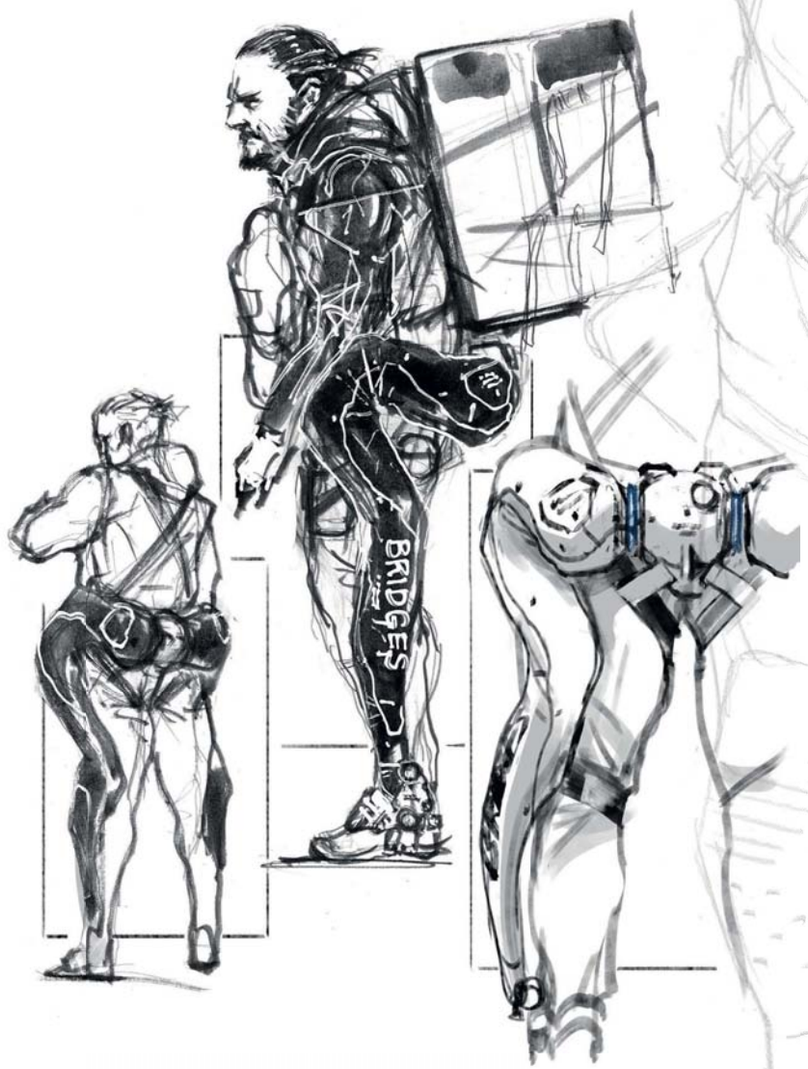


BELOW /In Sam's costume a built-in hood with a visor that opens automatically during

temporal rain.

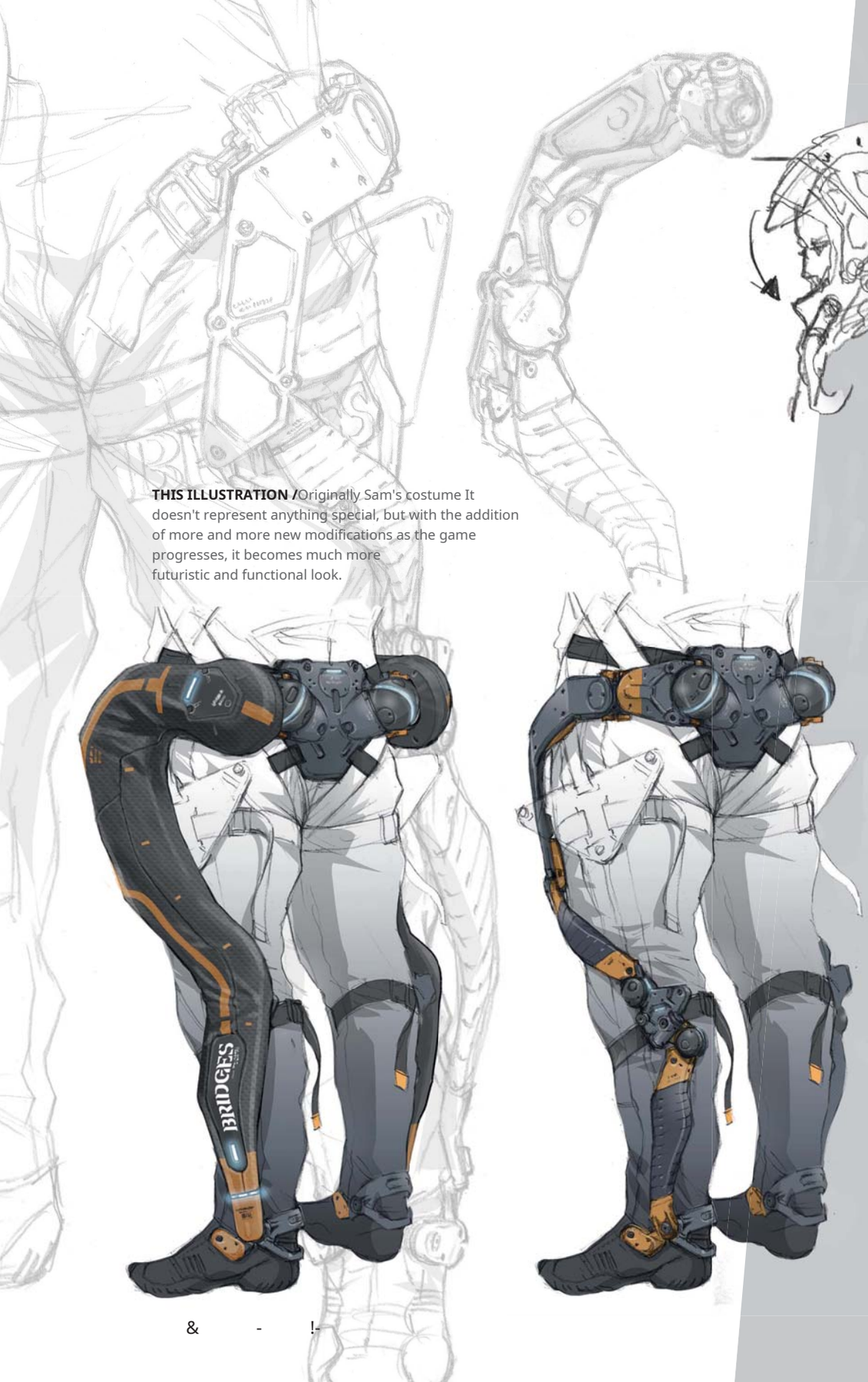
& - !-



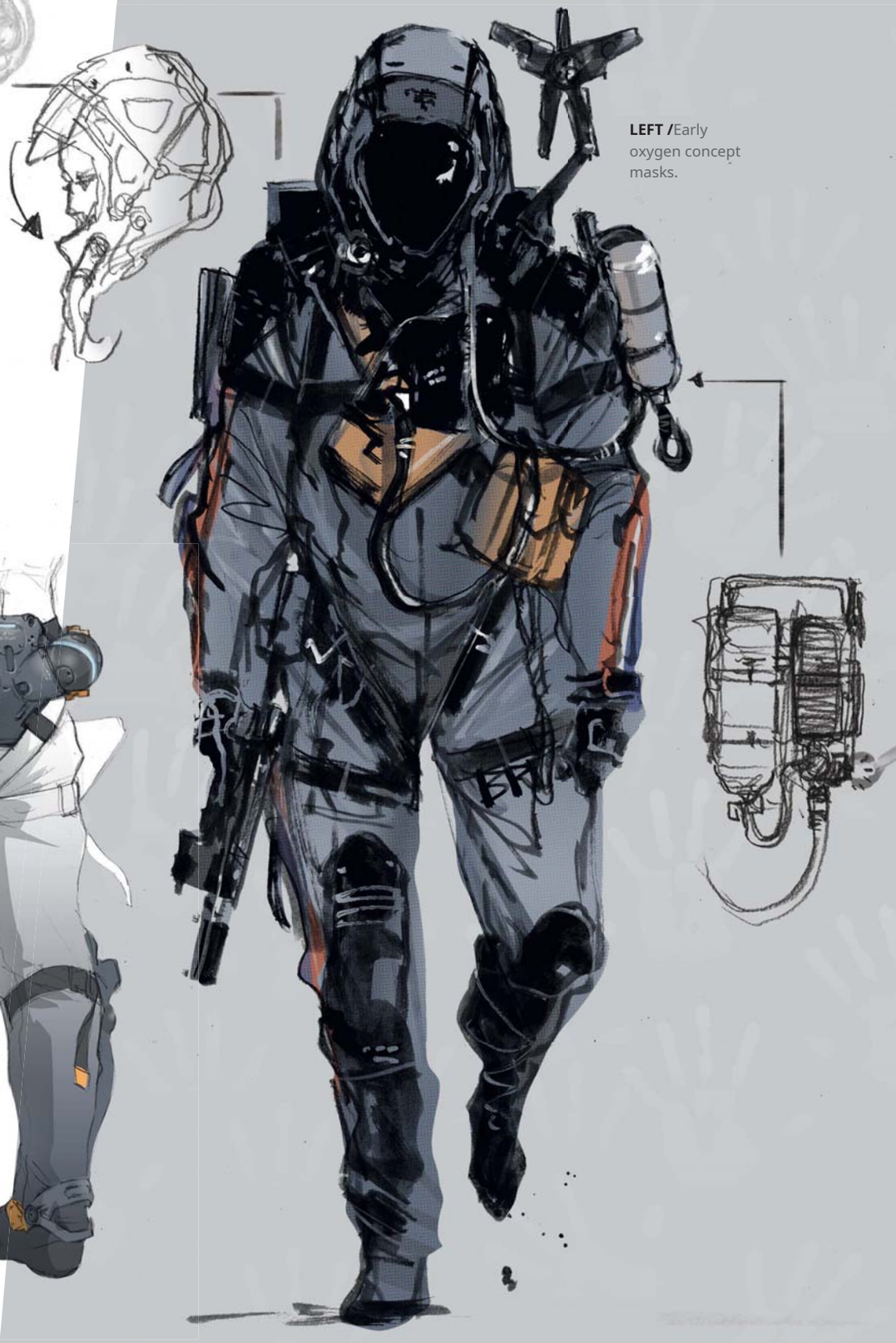


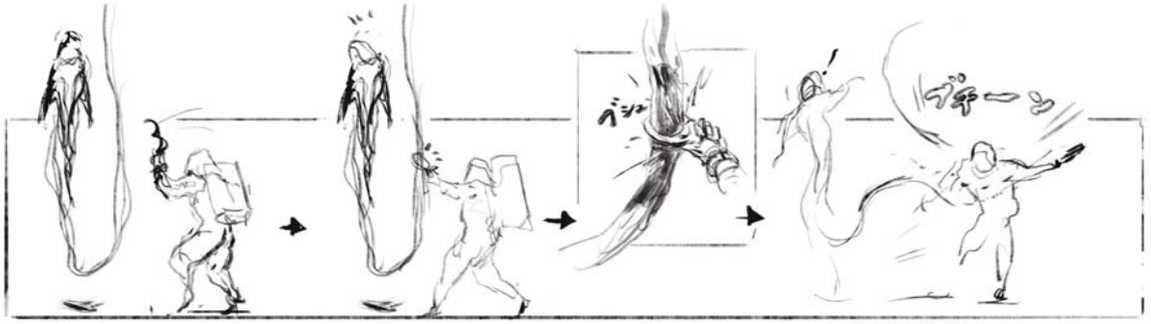
THIS TURN /Different types active contours, each of which in one way or another facilitates movement around the area.

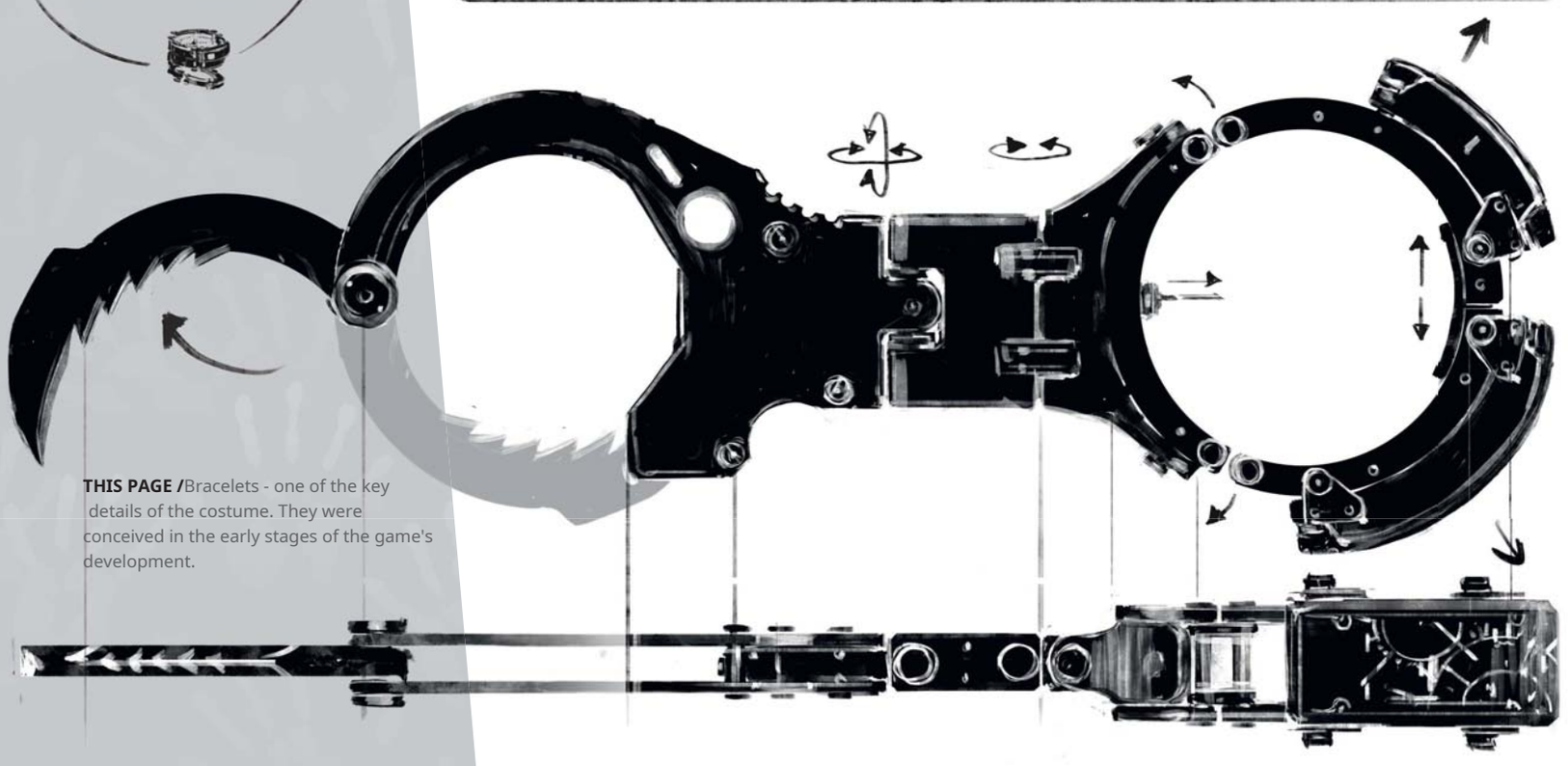
THIS ILLUSTRATION /Originally Sam's costume It doesn't represent anything special, but with the addition of more and more new modifications as the game progresses, it becomes much more futuristic and functional look.



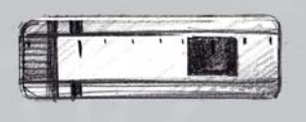
LEFT /Early oxygen concept masks.

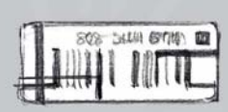




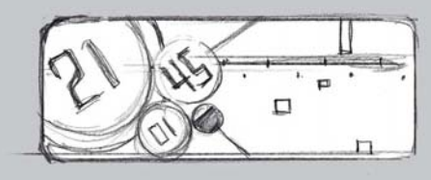


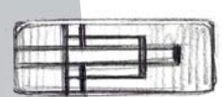
THIS PAGE /Bracelets - one of the key details of the costume. They were conceived in the early stages of the game's development.

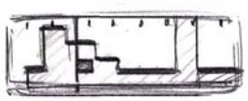


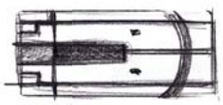


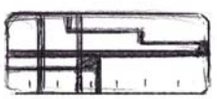
TOP /These graphs are displayed on the illuminated parts. bracelets. Their design is created at the intersection of modernism and futurism.

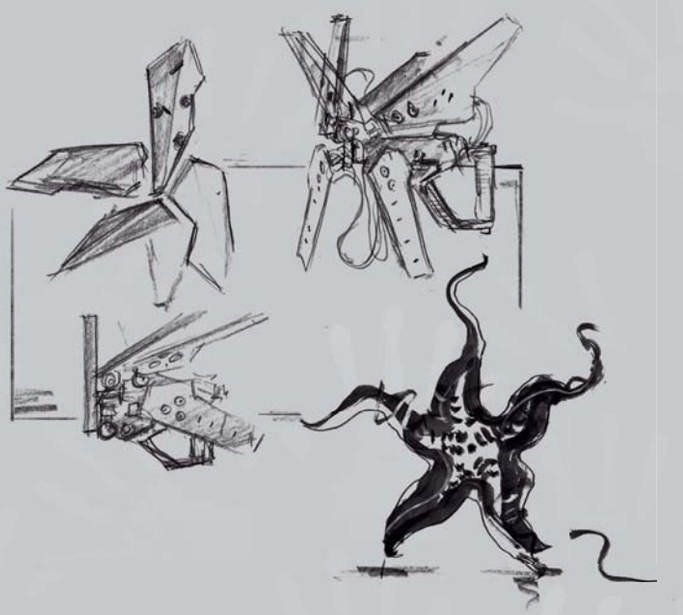


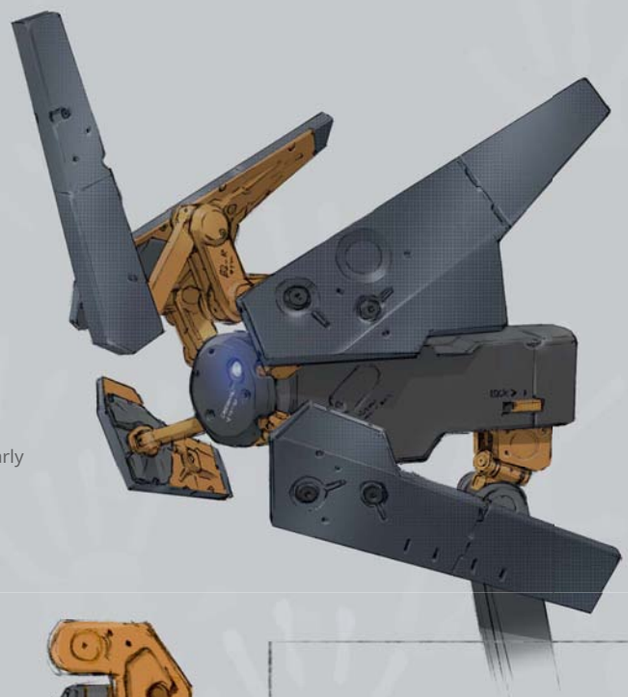






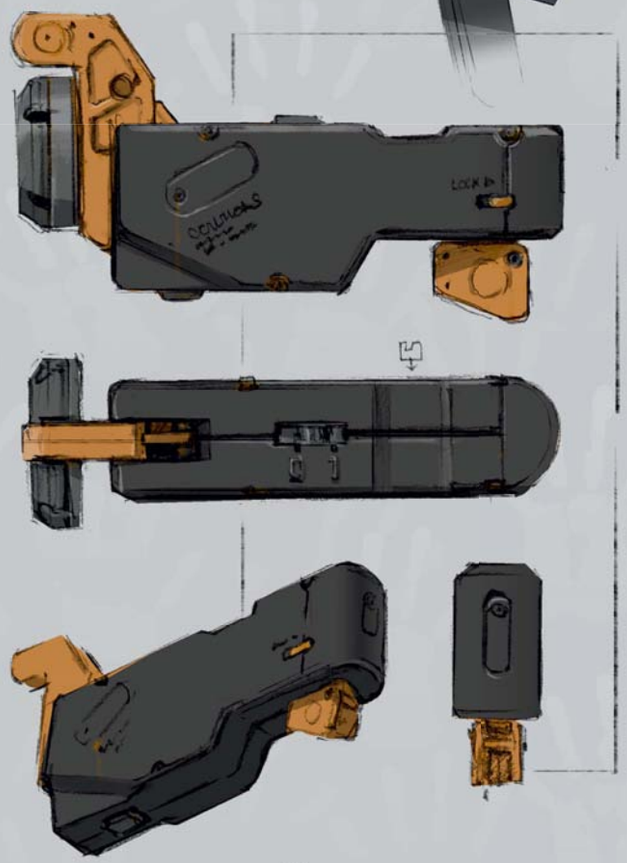


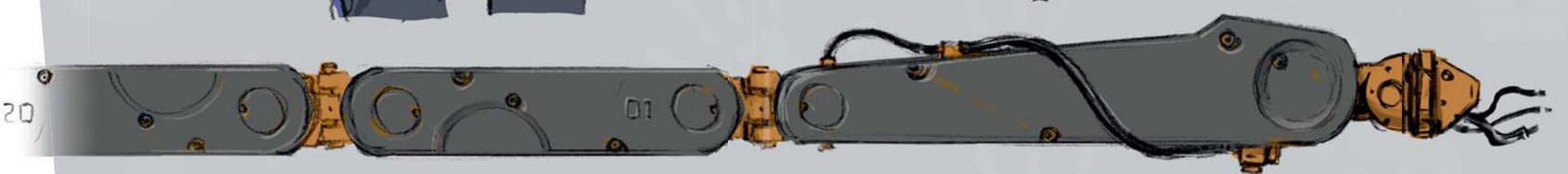




LEFT AND RIGHT / Early and final Odradek's concepts.

BELOW /Fastening Odradeka, built-in right into Sam's suit.

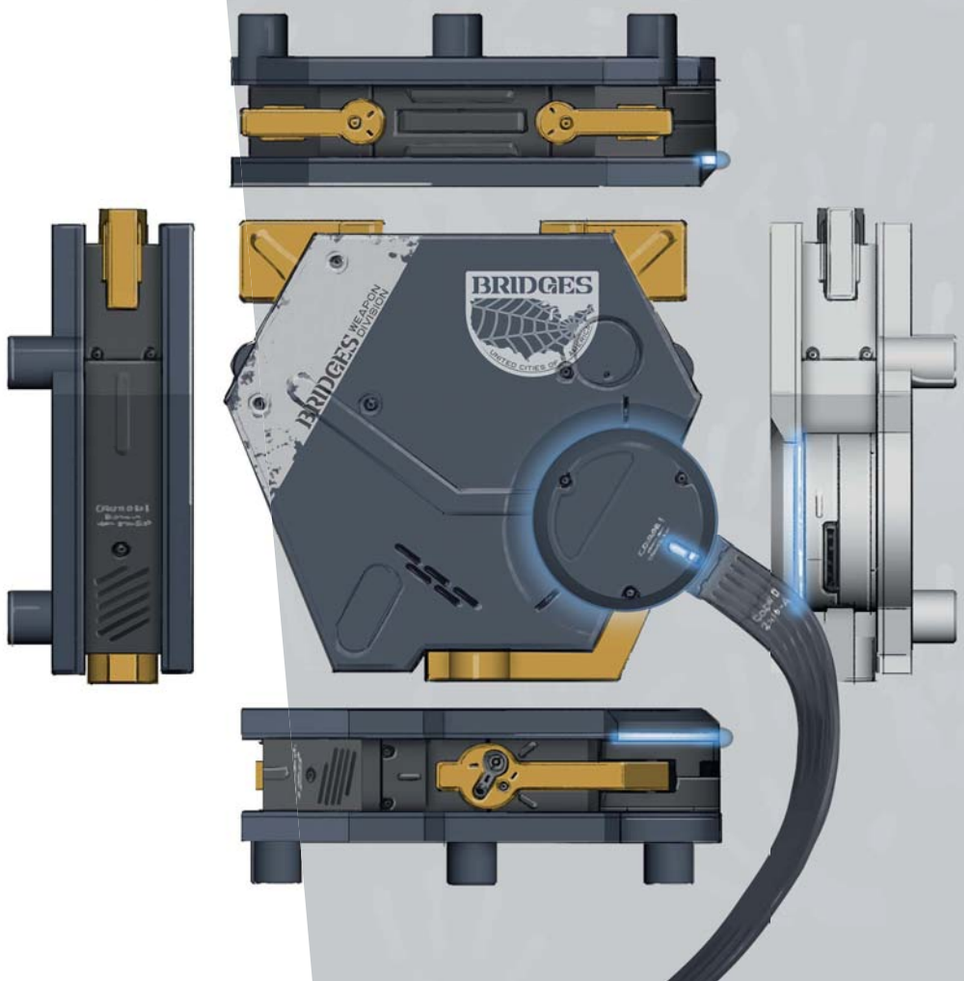


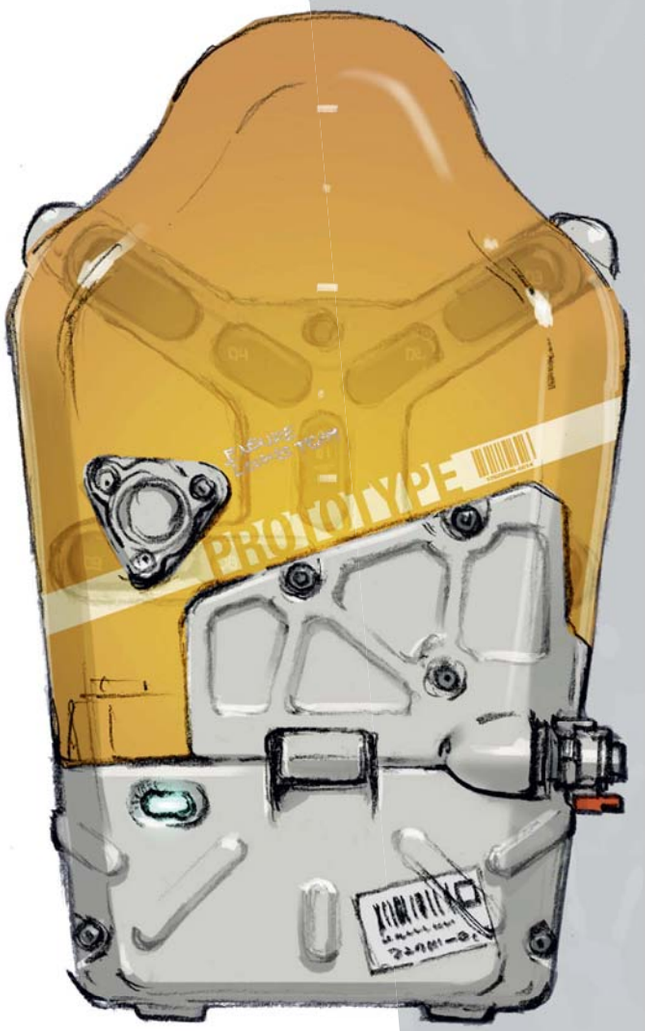


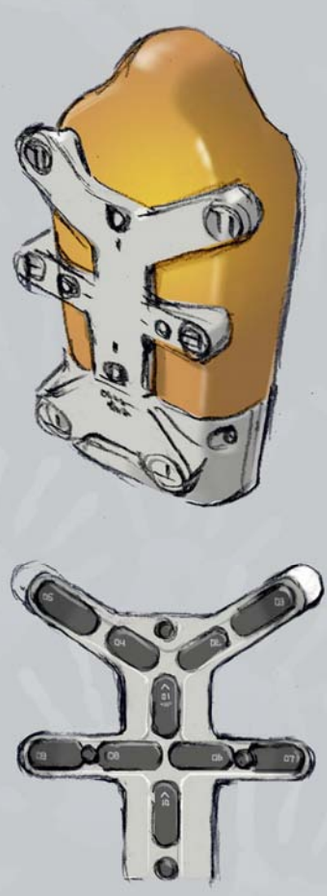
ABOVE AND BELOW /Backpack panel Sam, which is where the equipment is attached. Its appearance changes depending on what the player takes with them on their journey.

TO THE RIGHT/Automated A magazine pouch that allows you to reload your weapon with one hand.

THIS PAGE /Sam has a lot to do not only to deliver cargo, but also to protect against various dangers. That is why two types of shields were added to the game, which are attached to the arms and legs using the same system of belts.

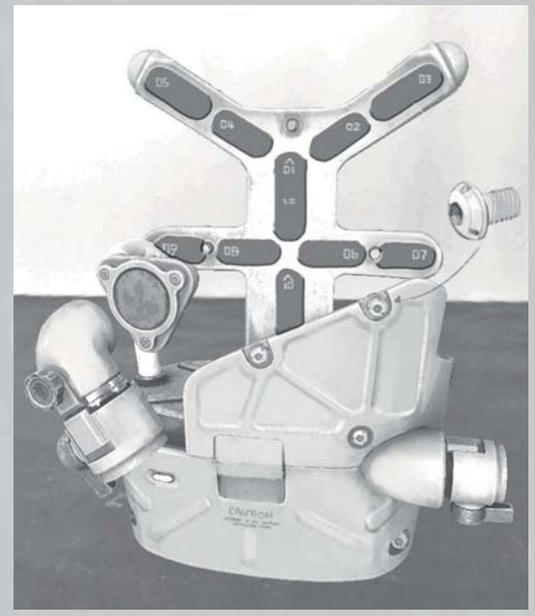


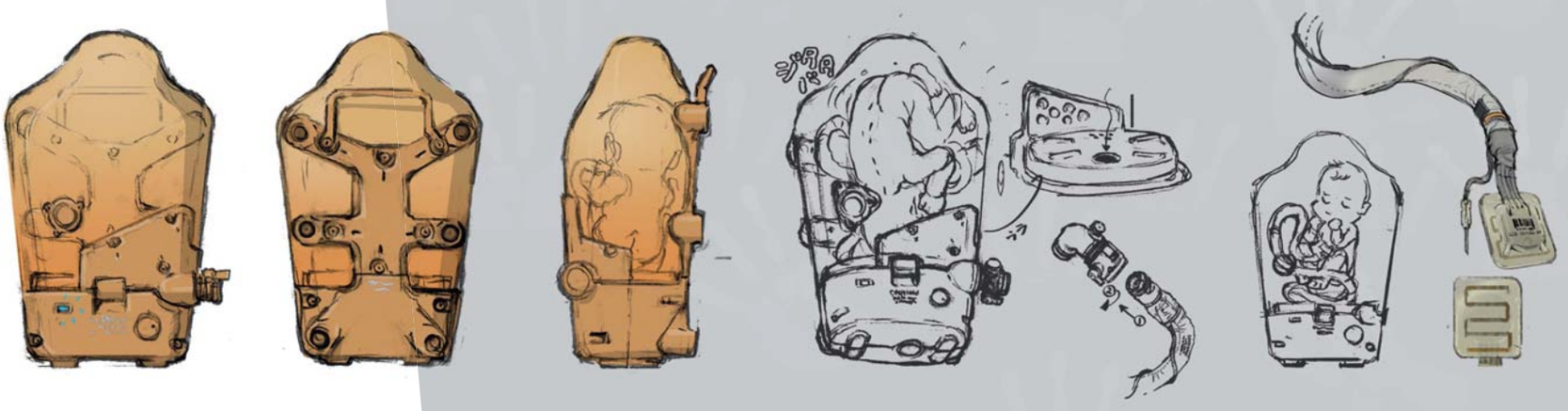




LEFT /Final concept prototype BB capsules.

BELOW /Model of the capsule with Bridge-Baby, which Sam wears. The design is inspired by ancient Egyptian sarcophagi.

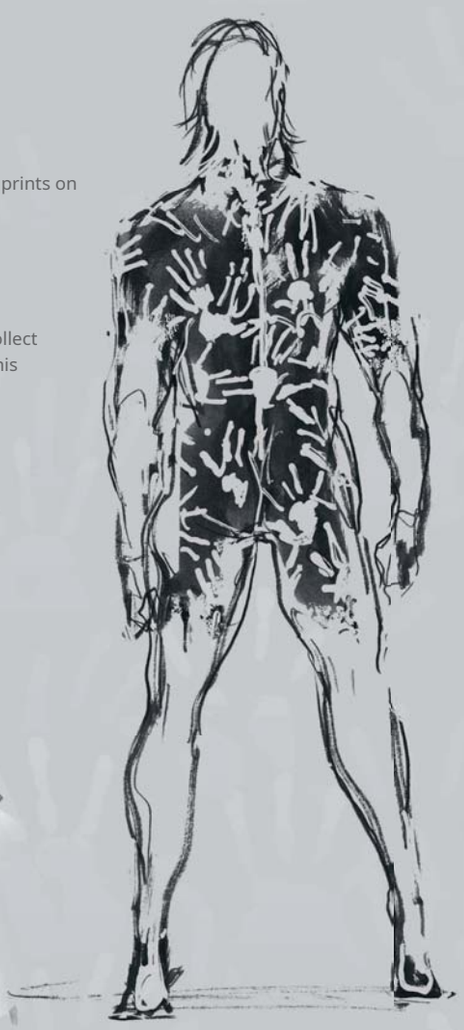


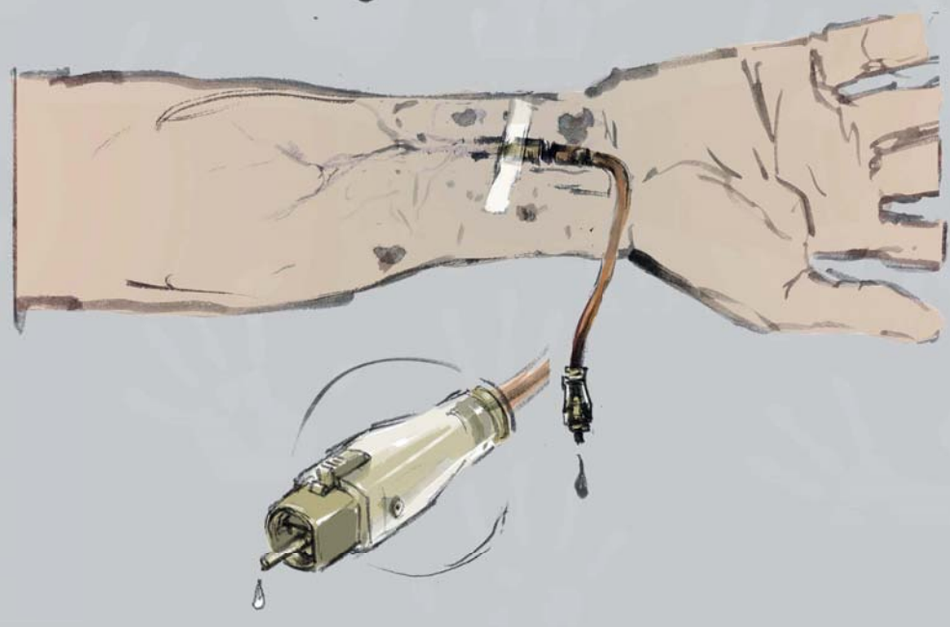


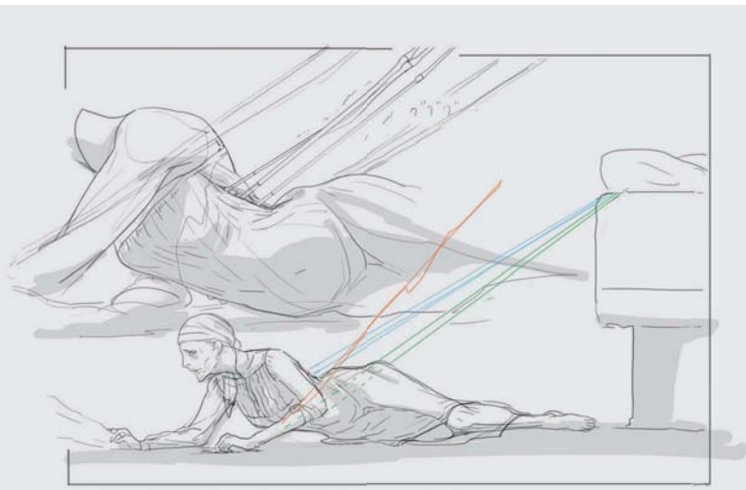
BELOW AND LEFT /Sam's clothes in his personal quarters. The T-shirt was designed by Acronym. Special pads help relieve the strain on your back and shoulders when carrying heavy loads.

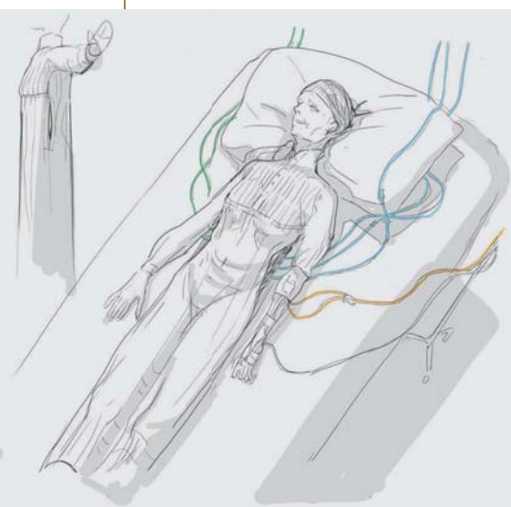
RIGHT /Layout concept palm prints on Sam's body.

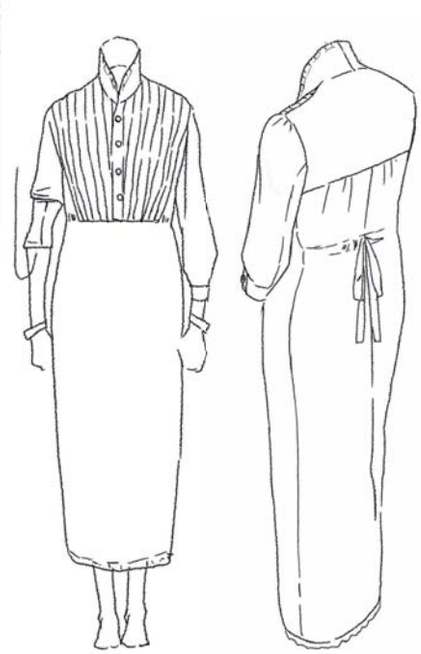
BELOW /Early concept of the device to collect Sam's blood. Later, bracelets took over this role.

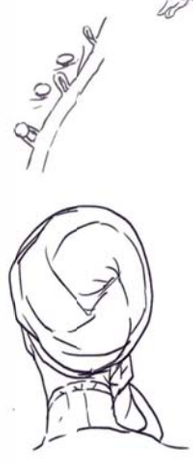


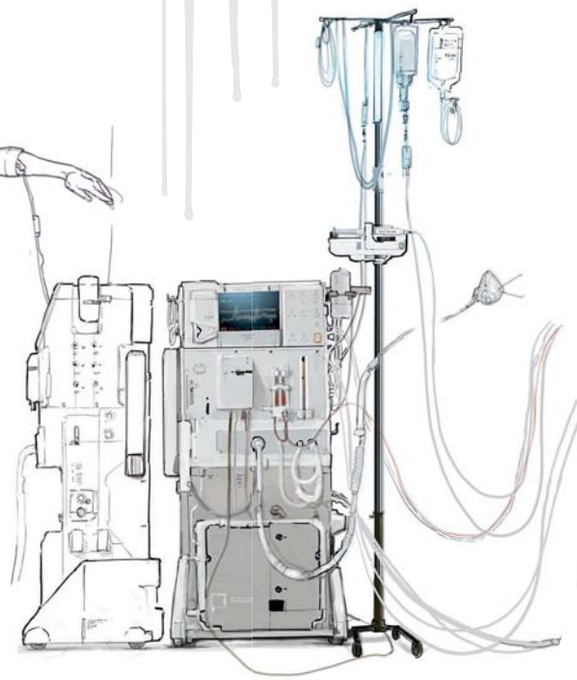




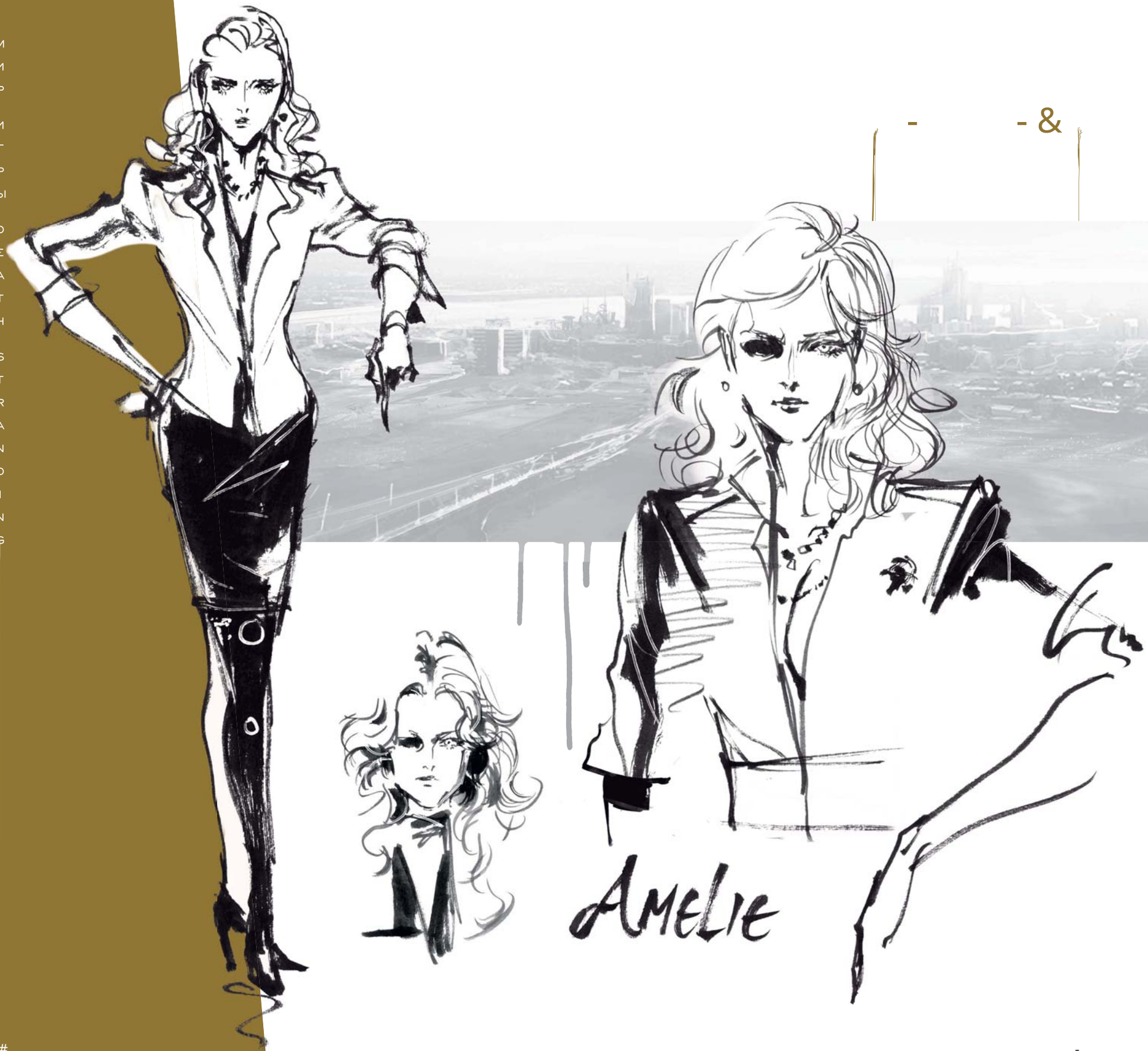








THIS TURN /From the body of Bridget, chained to a hospital bed There are many wires and hoses coming off. This refers the player to such key concepts of the DEATH STRANDING world as threads and connections.


Amelie

THIS TURN /First concepts Amelia. Later, the artists developed other versions of the character's appearance. However, the final design was largely based on these early sketches.

LEFT /Final
Amelia's concept.

RIGHT /Concept arts,
created in between
between early and final stages
of development
designed by Amelia.

THIS PAGE /Test sketches for selection Amelia's color palette.

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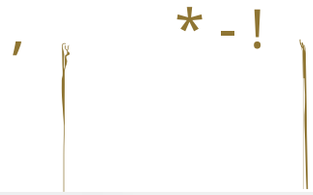
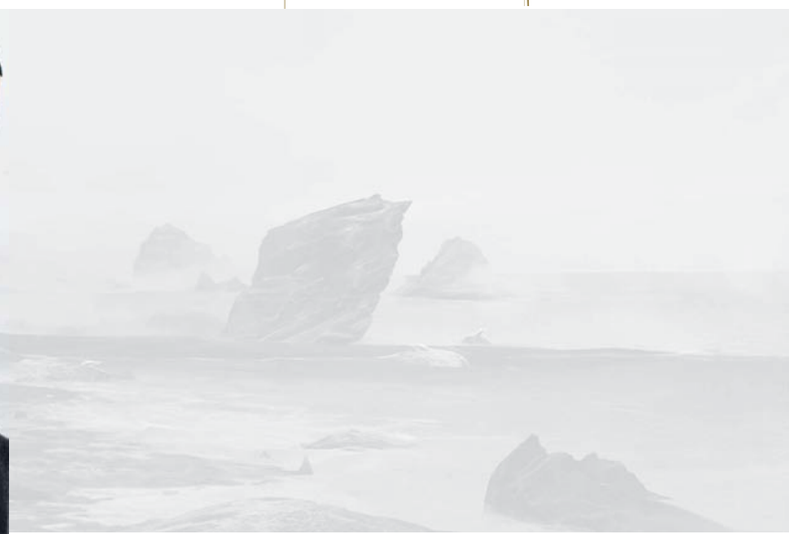
BELOW AND LEFT /Final Diehardman's concepts, which portray him as an erudite and mysterious character.

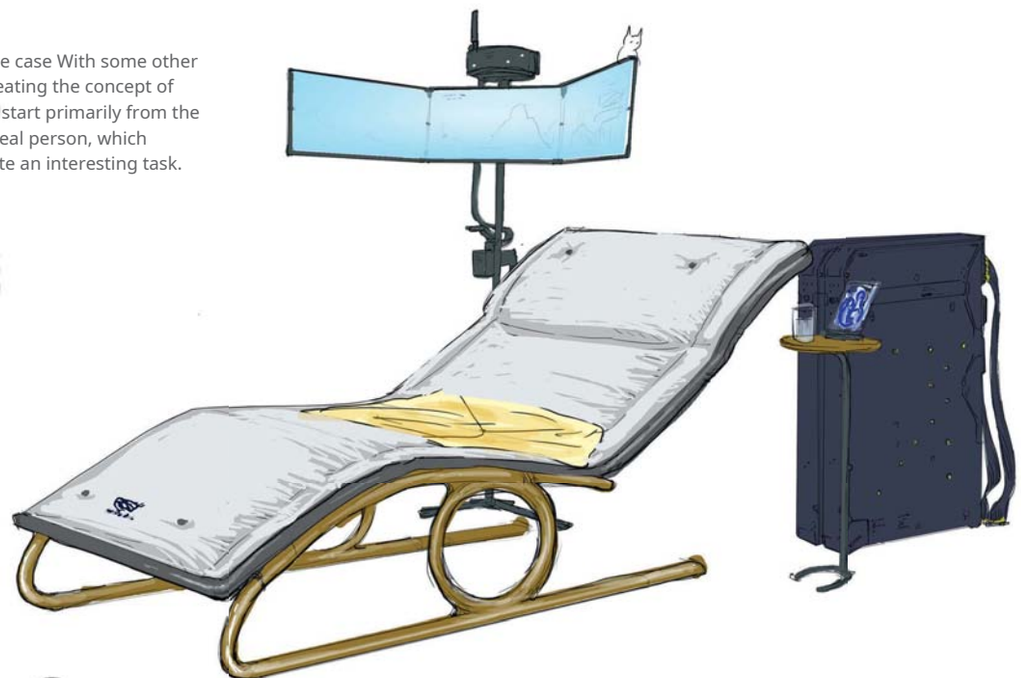
LEFT AND RIGHT /Early Diehardman concepts. Initially it looked like like a thug covered in scars.

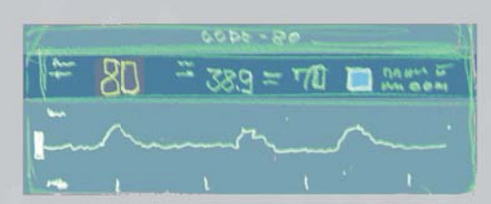
THIS PAGE /Scar I had to make the character a little on the forehead monster-like Frankenstein.

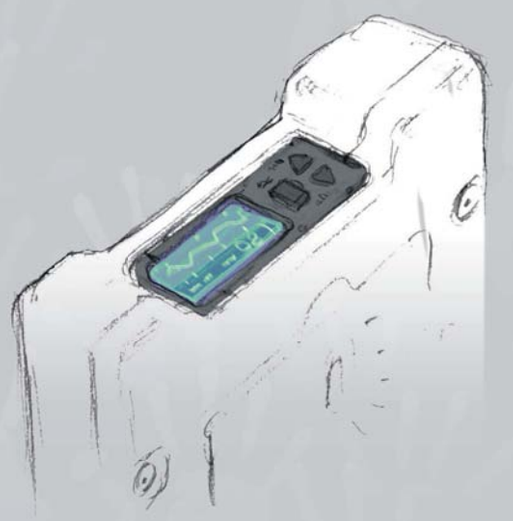


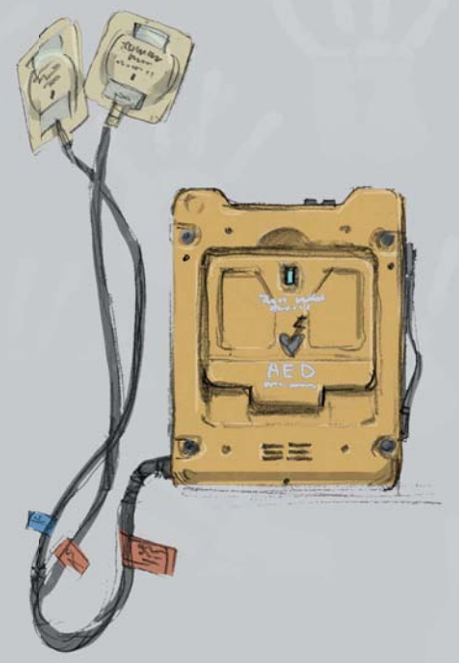


THIS TURN /As in the case With some other characters, when creating the concept of Hartman, we had to start primarily from the characteristics of a real person, which turned out to be quite an interesting task.





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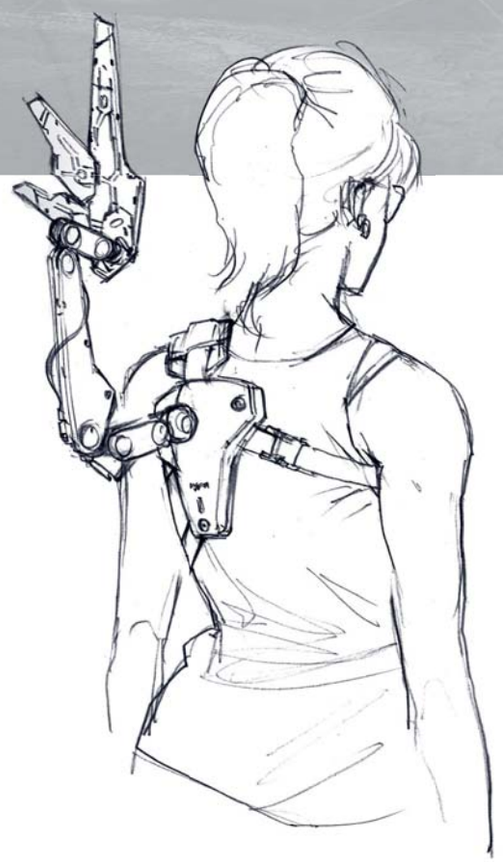
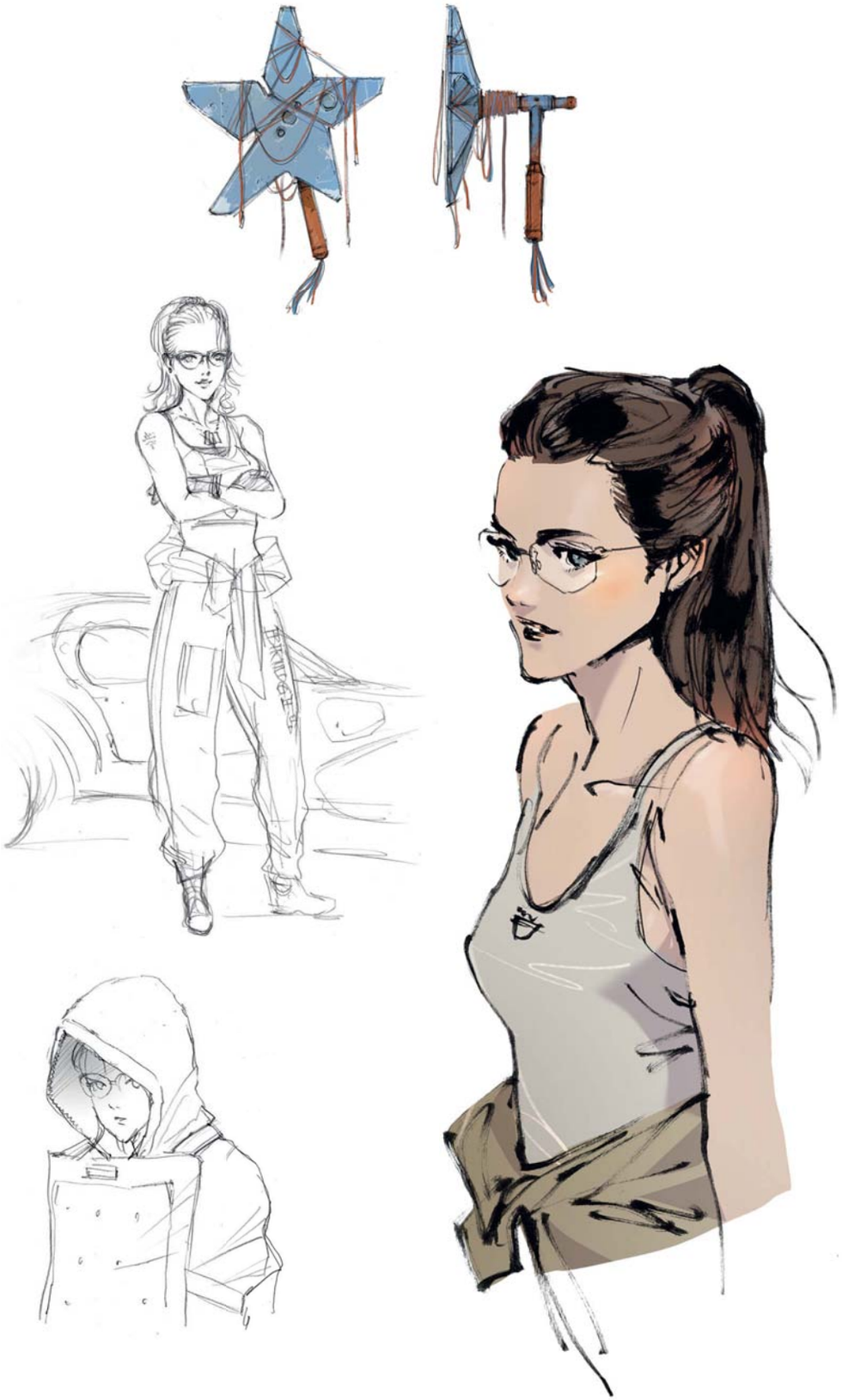


AT THE VERY TOP /Final concept for Mama's Odradek. When Beasts are detected, it folds into the shape of an angel's wing.

LEFT /Concept Moms, close to the final version.

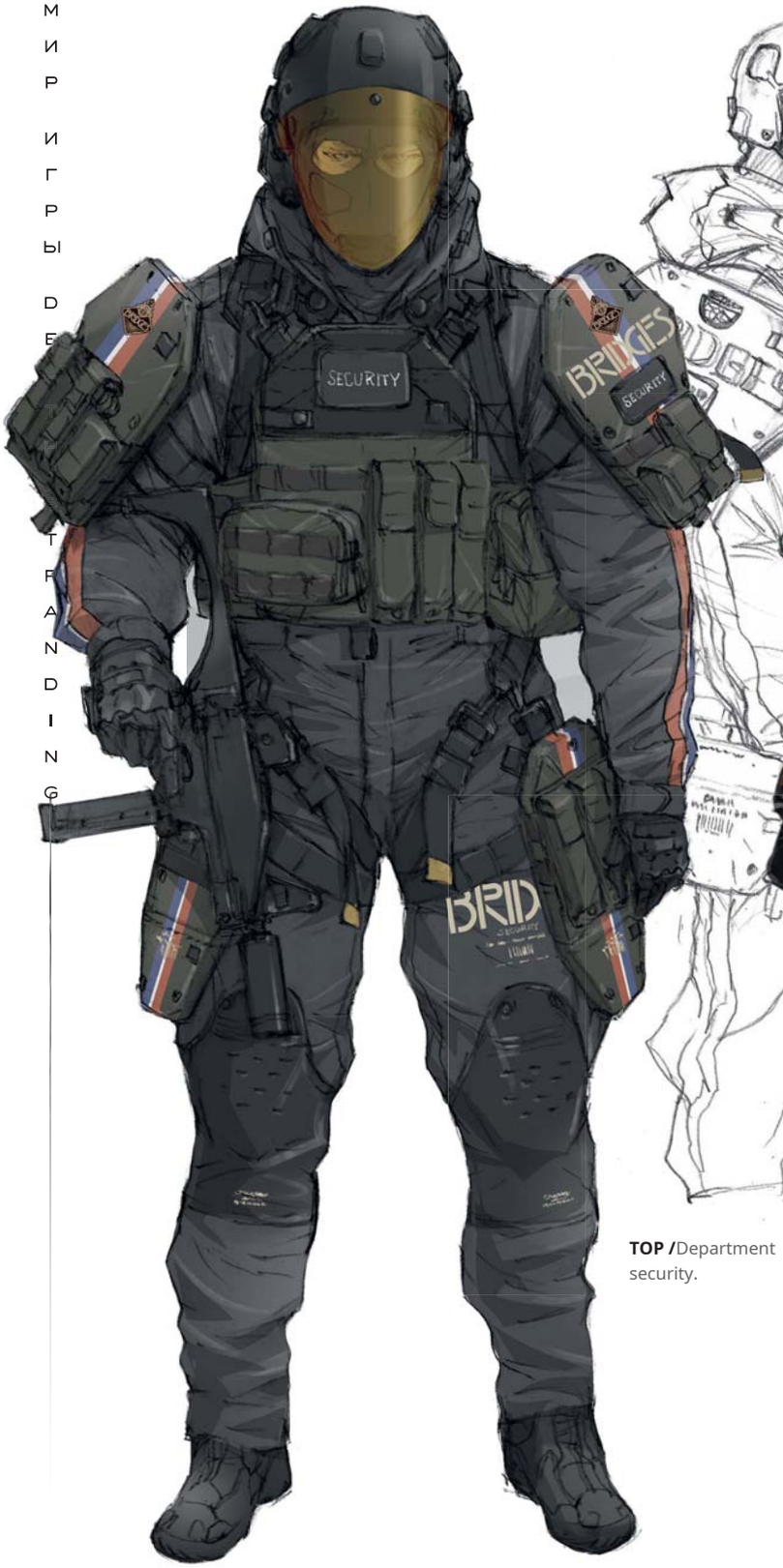


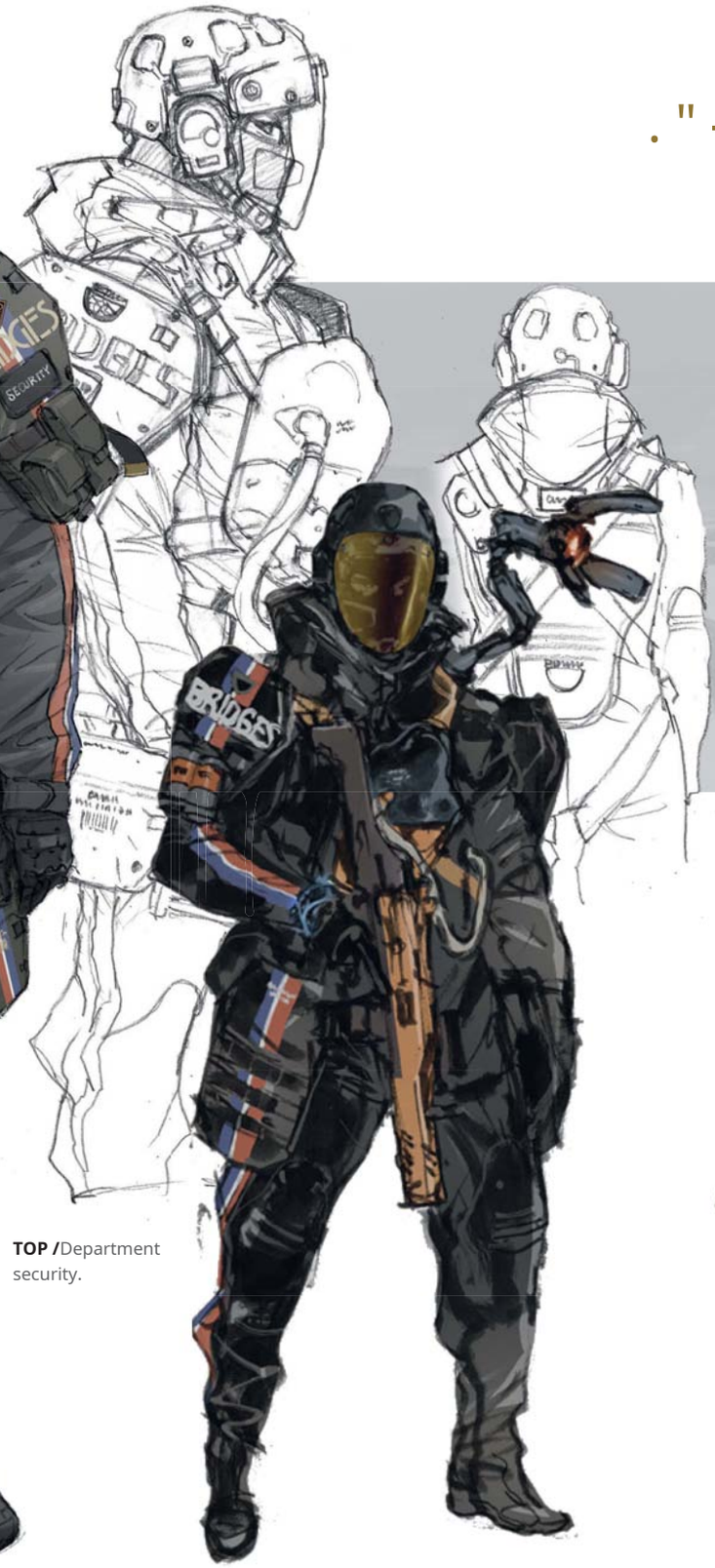
RIGHT /Early Mom concept.

LEFT /The Lockney Jacket is created by Acronym. The futuristic and incredibly practical clothing designs of this German brand fit perfectly into the world of DEATH STRANDING.

TOP /The logo was custom made specifically for the Lockney jacket and includes the Acronym logo.

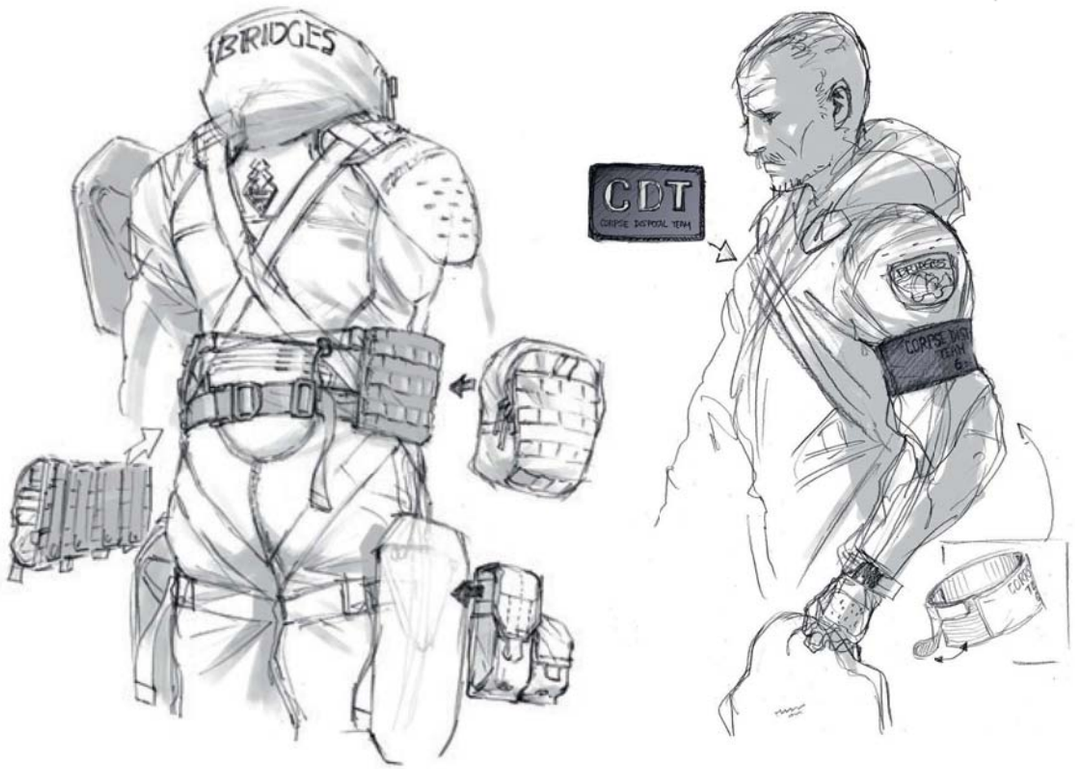
ABOVE AND RIGHT /Early Lockney concepts, whose design also underwent some changes.





TOP /Department security.

BELOW /General Staff "Bridges". As you can see, each department has a specific color of uniform.



ABOVE AND RIGHT /Corpse Disposal Department.

BELOW /Delivery department.

. " - /

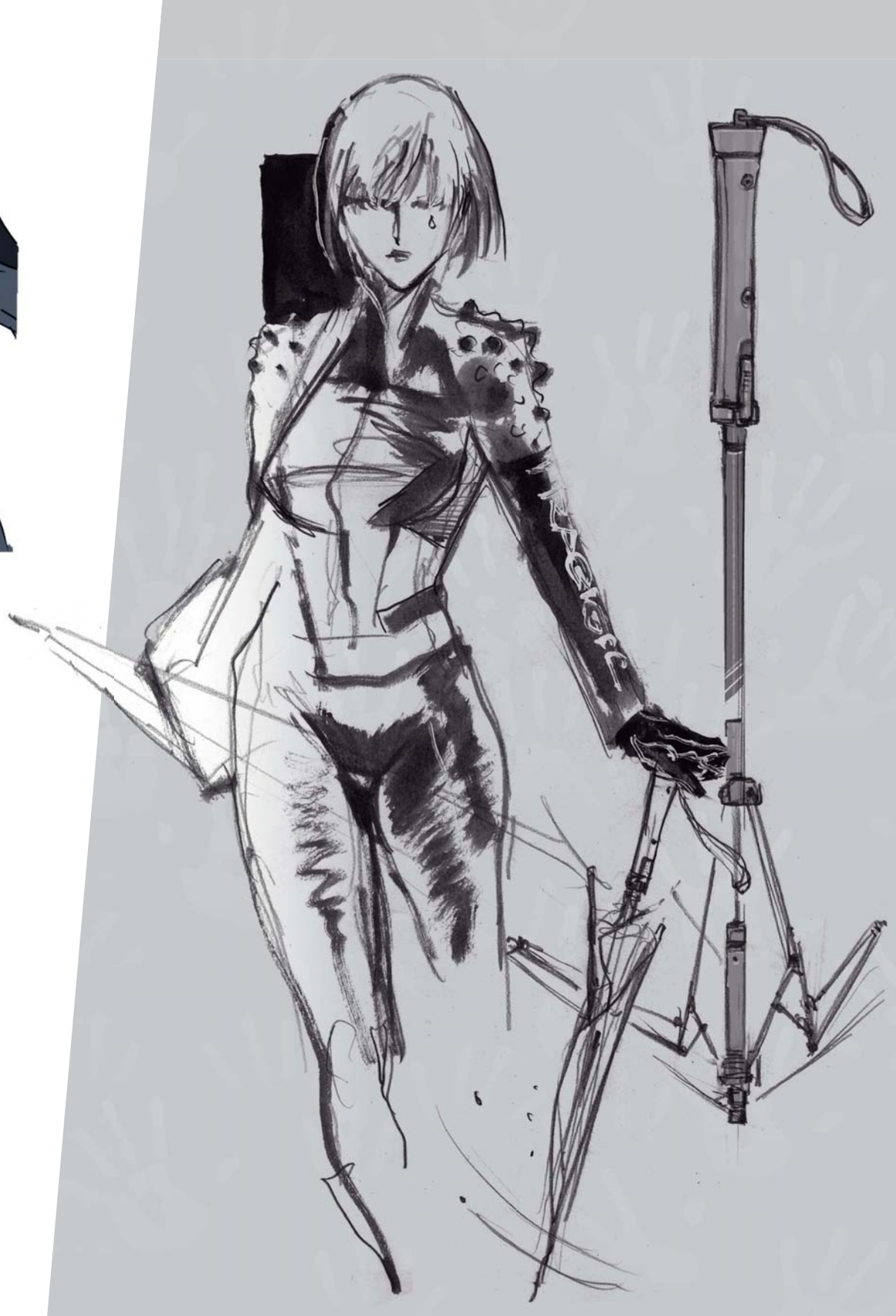
FRAGILE EXPRESS
HANDLED WITH LOVE

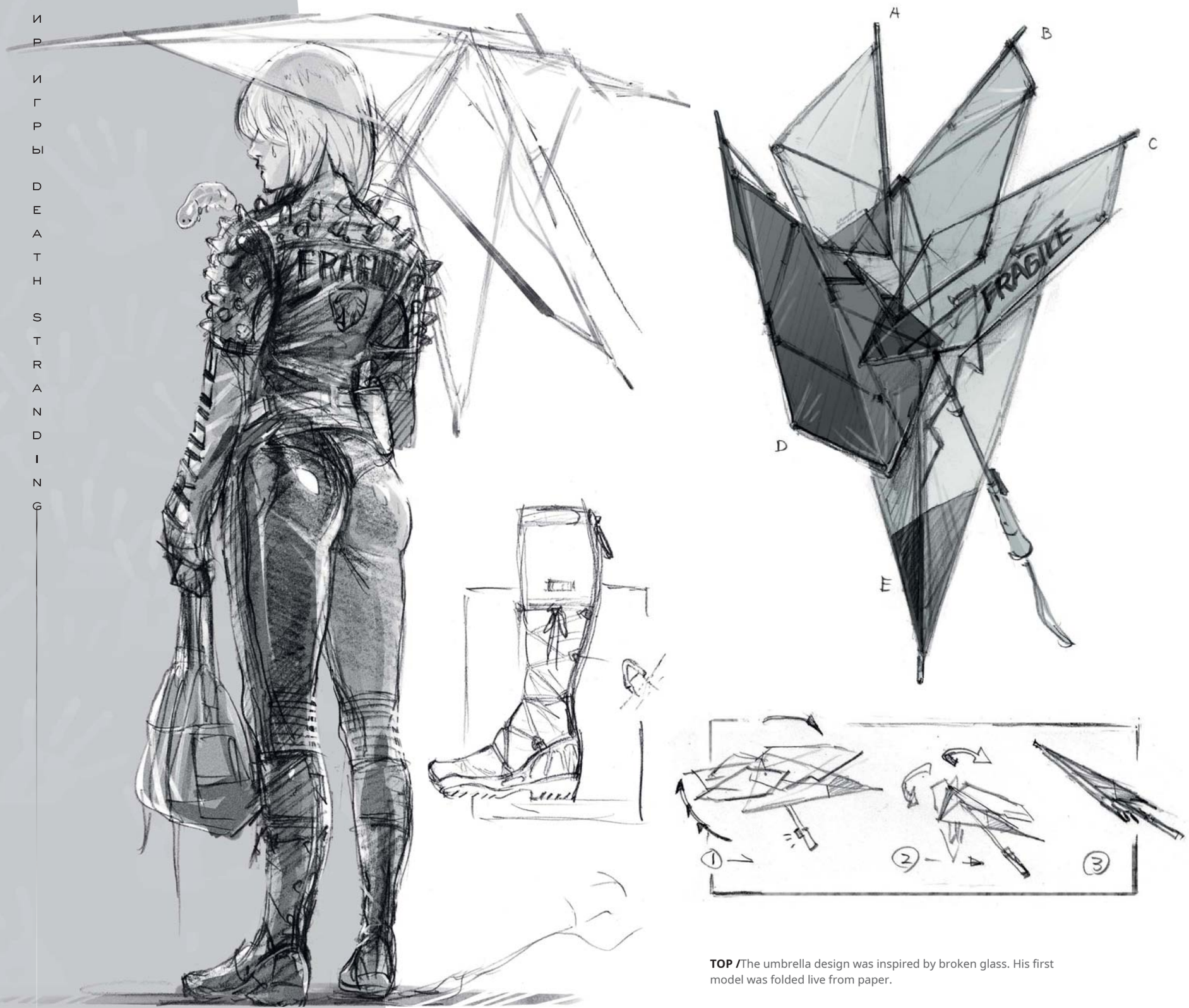
FRAGILE EXPRESS

FRAGILE EXPRESS
HANDLED WITH LOVE

LEFT / Final Fragile concept.

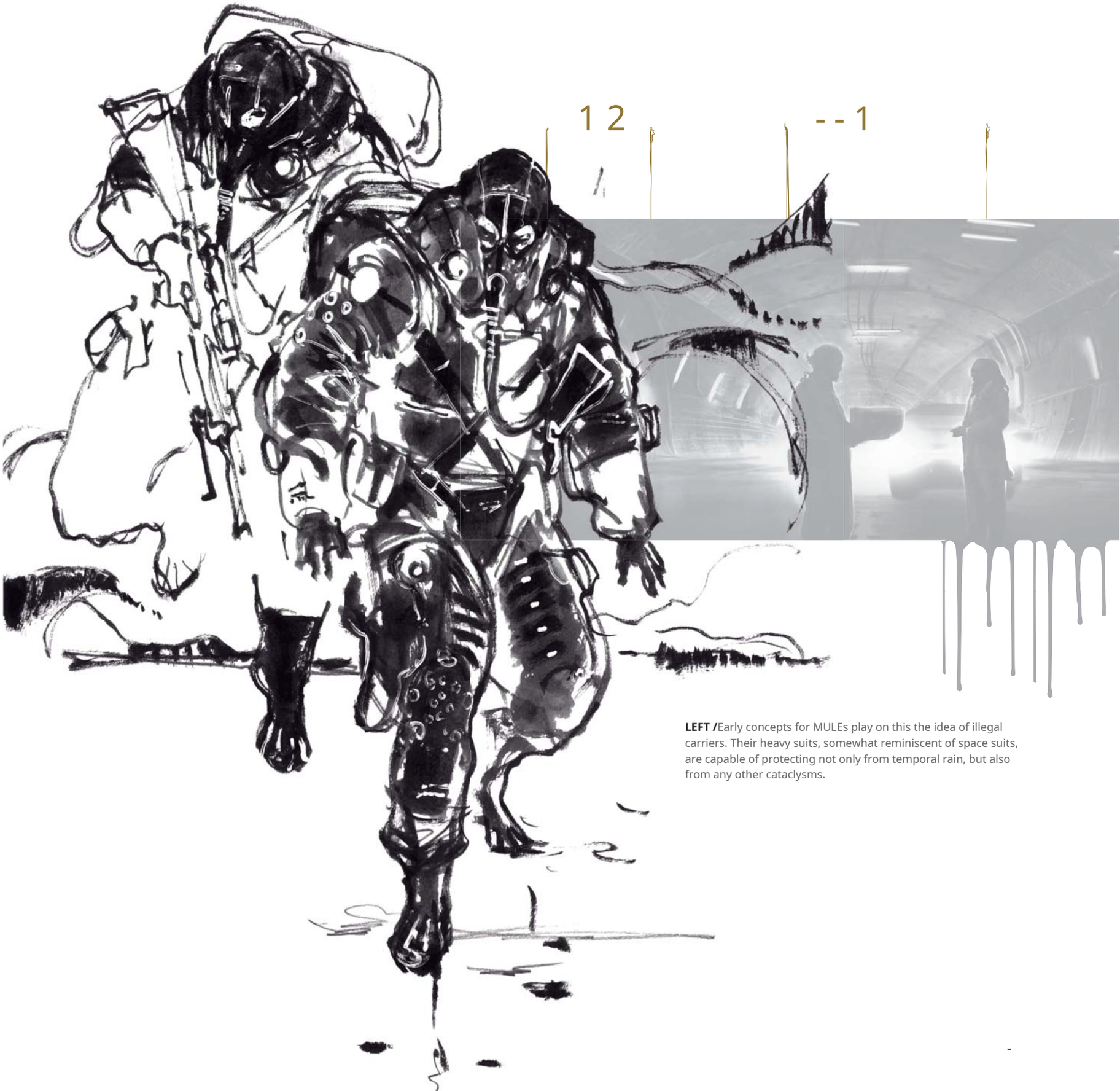
THIS PAGE /Cloth Fragile
reminds
motorcycle suit.





TOP /The umbrella design was inspired by broken glass. His first model was folded live from paper.

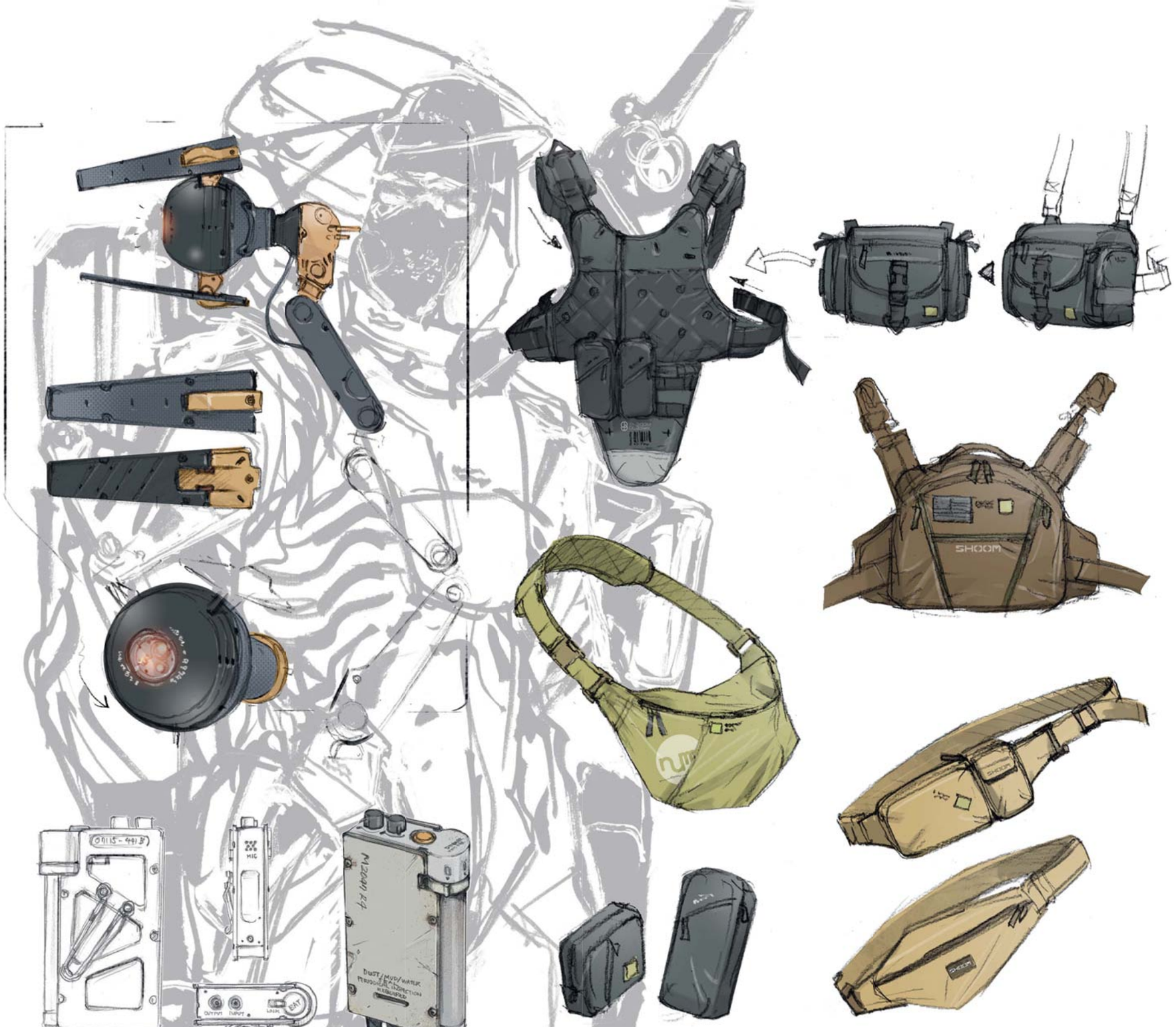
THIS TURN /Early concepts of Fragile. Initially, her eyes were covered by long bangs, giving the character an air of mystery.



LEFT /Early concepts for MULEs play on this the idea of illegal carriers. Their heavy suits, somewhat reminiscent of space suits, are capable of protecting not only from temporal rain, but also from any other cataclysms.

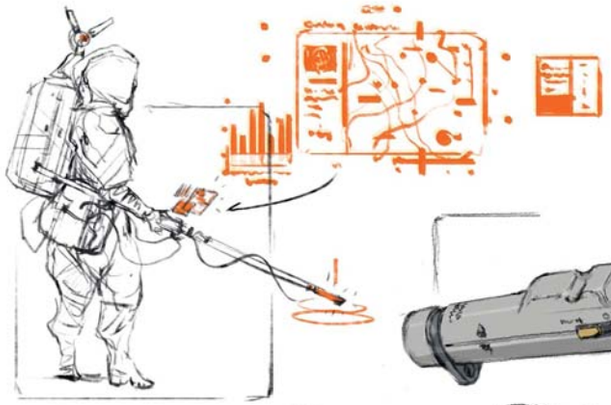
RIGHT /In this concept Glowing lettering was added, making the Couriers' uniforms more distinctive
noticeable and easily recognizable.

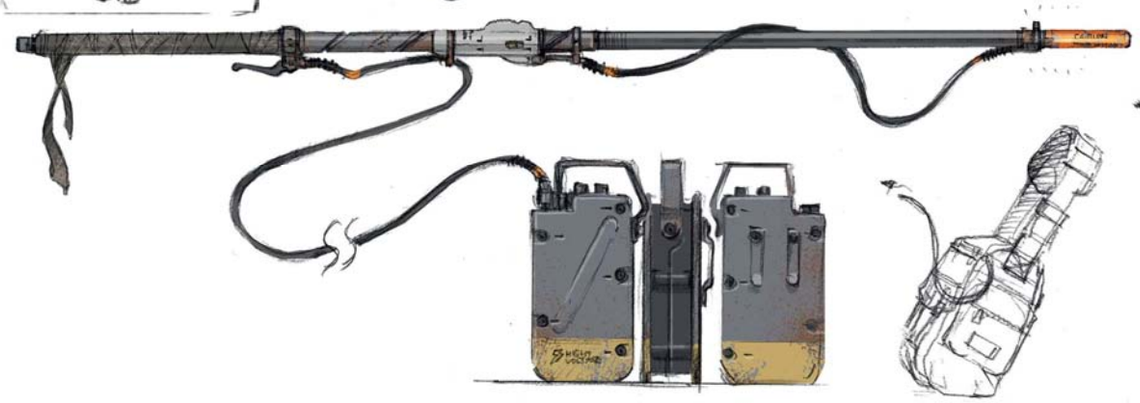
LEFT /The final concept of the Couriers.



THIS PAGE /Courier equipment concepts. Some of them never made it into the game. The Odradek Courier model is older than the one Sam uses.

THIS TURN /Different MULE design options. Adapt their lightweight
courier uniform for combat without turning it into armor turned out to be a truly difficult task.





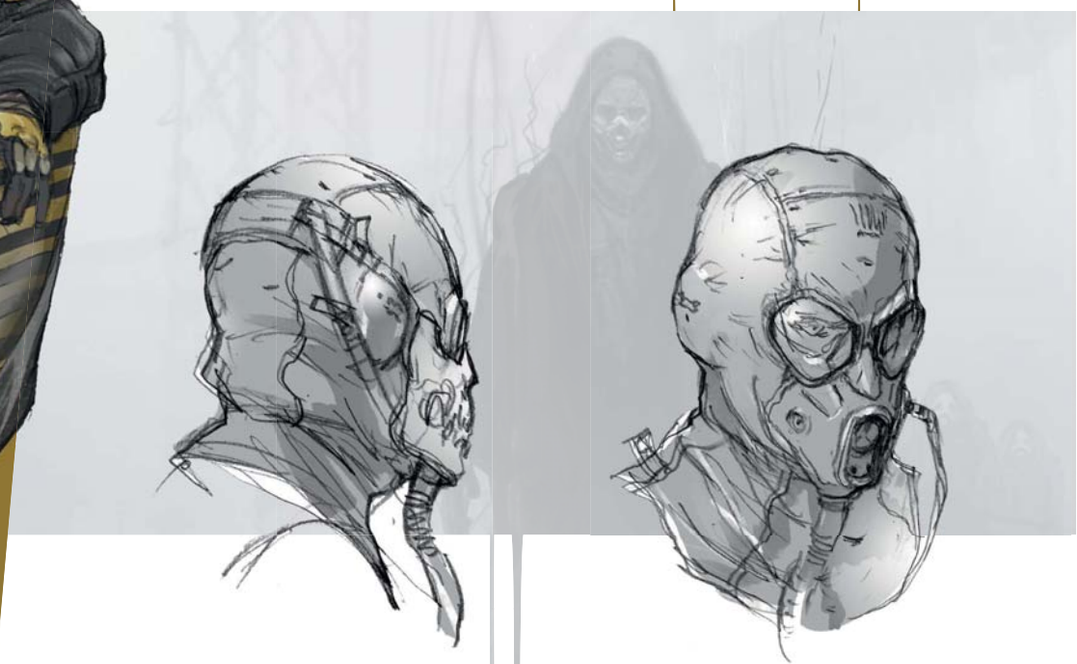
BELOW /This item, which is often can be seen in the hands of MULEs, serving not only as a weapon, but also as a scanner, terminal and cane.

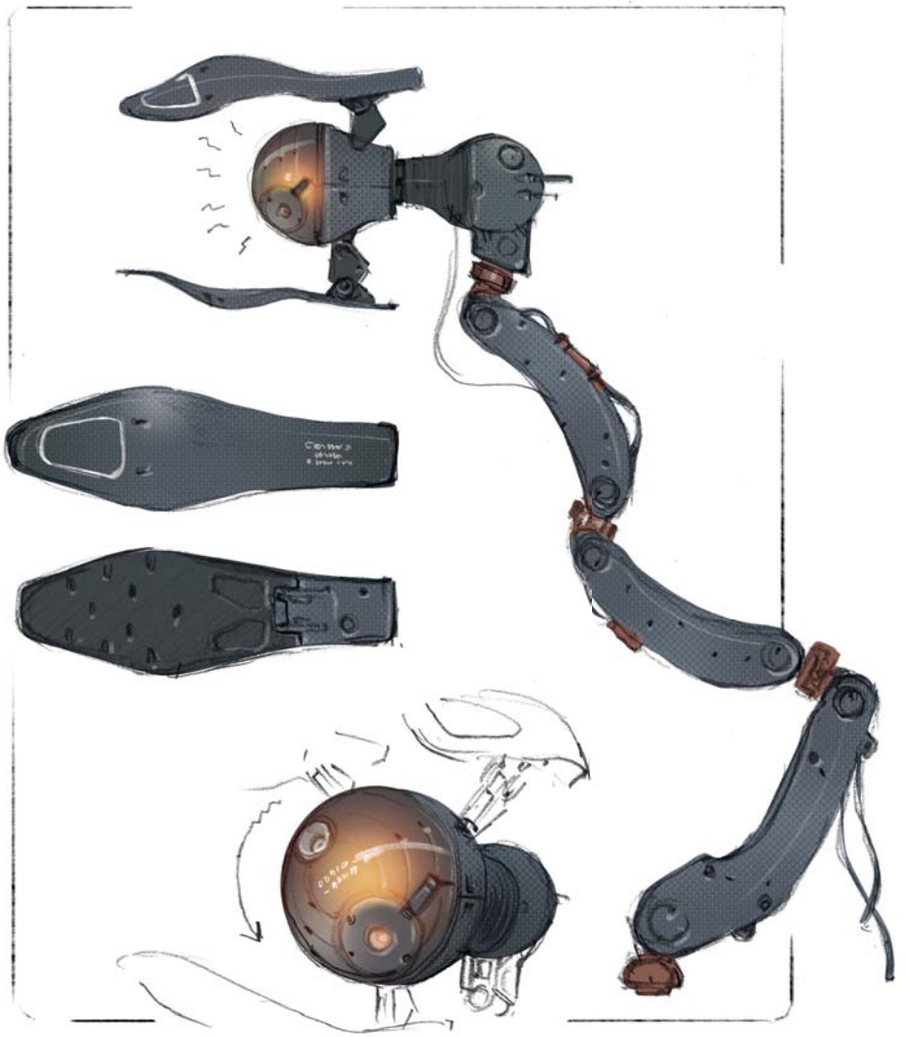
THIS TURN /These pages show how the design has changed. MULES. Giving them a futuristic yet realistic look was no easy task.

TOP /Concepts with different color palettes.

RIGHT /Unused concepts various equipment.

THIS TURN /Different options design of MULES.



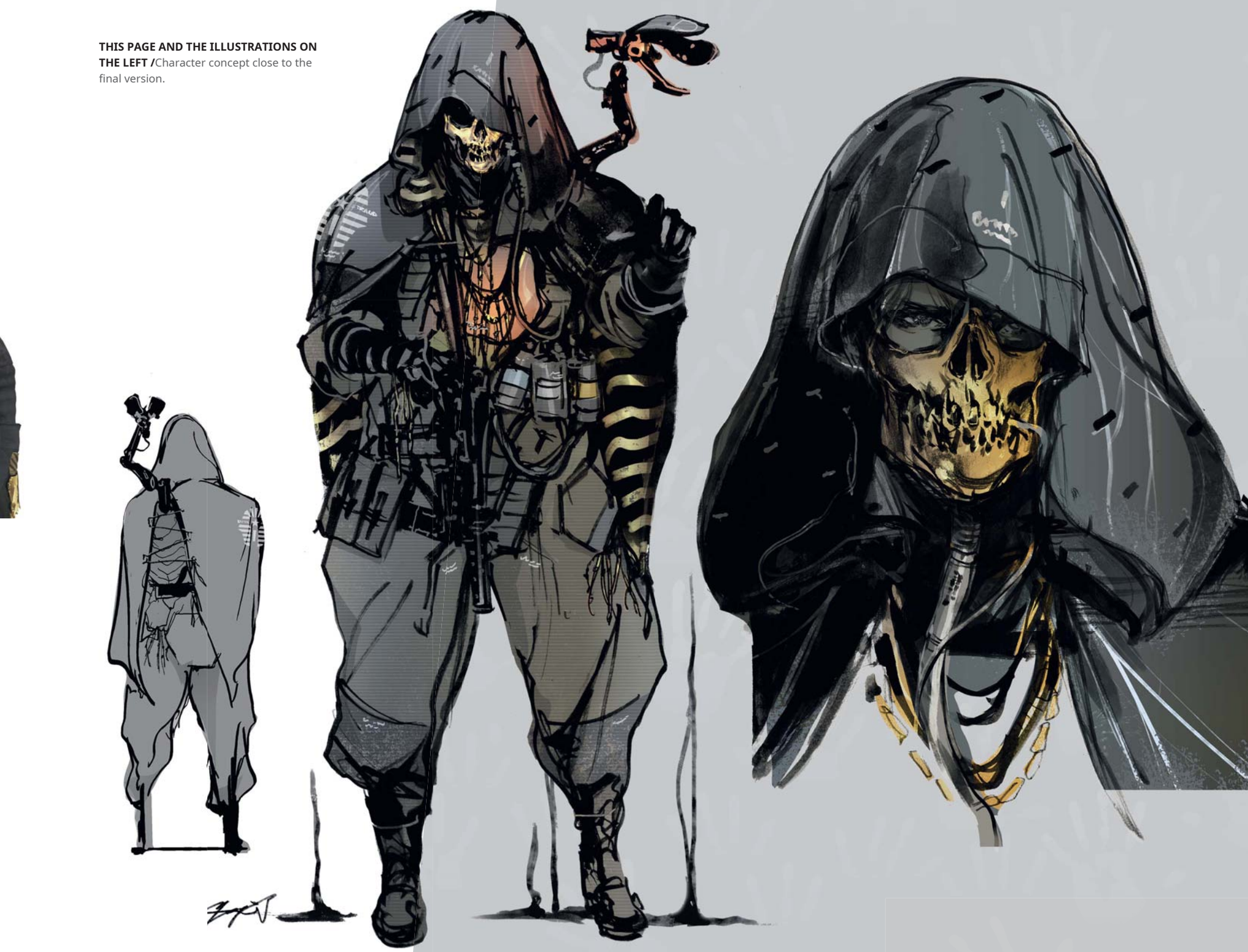


THIS TURN /The Higgs design was is somewhat inspired by the culture of Ancient Egypt. His Odradek looks more organic than Sam's model. The main colors of the character's suit are black and gold.

TOP /Higgs Mask Concepts.

BELOW /Cutscene concepts with with the participation of Higgs.

THIS PAGE AND THE ILLUSTRATIONS ON THE LEFT /Character concept close to the final version.



THIS TURN /Early concepts of the Higgs.

THIS PAGE /Final concept of terrorists.

THIS PAGE /
The terrorists' helmets have an unconventional shape, which gives them a strange look, but at the same time serves as excellent camouflage. In such a helmet, terrorists stand out from ordinary soldiers.

LEFT /Blower parts a system that repels water during temporal rain.

Translated from Russian to English - www.onlinedoctranslator.com

LEFT /Detailed concept art to create a 3D model.

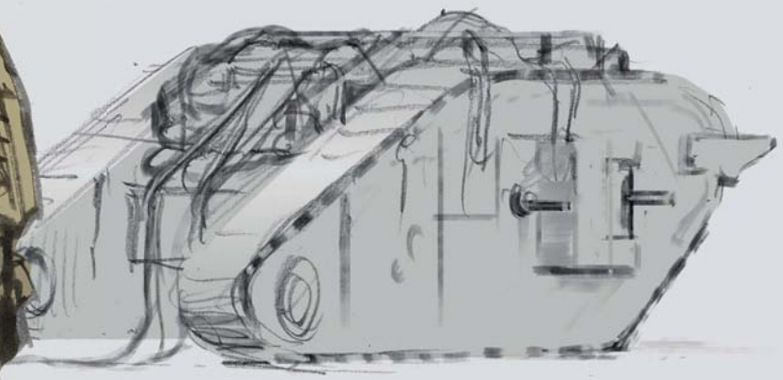
BELOW AND LEFT /Different options design of terrorists.

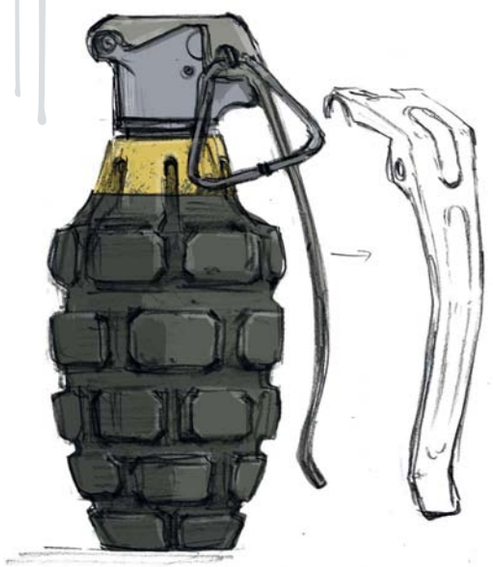
RIGHT /Final concept.

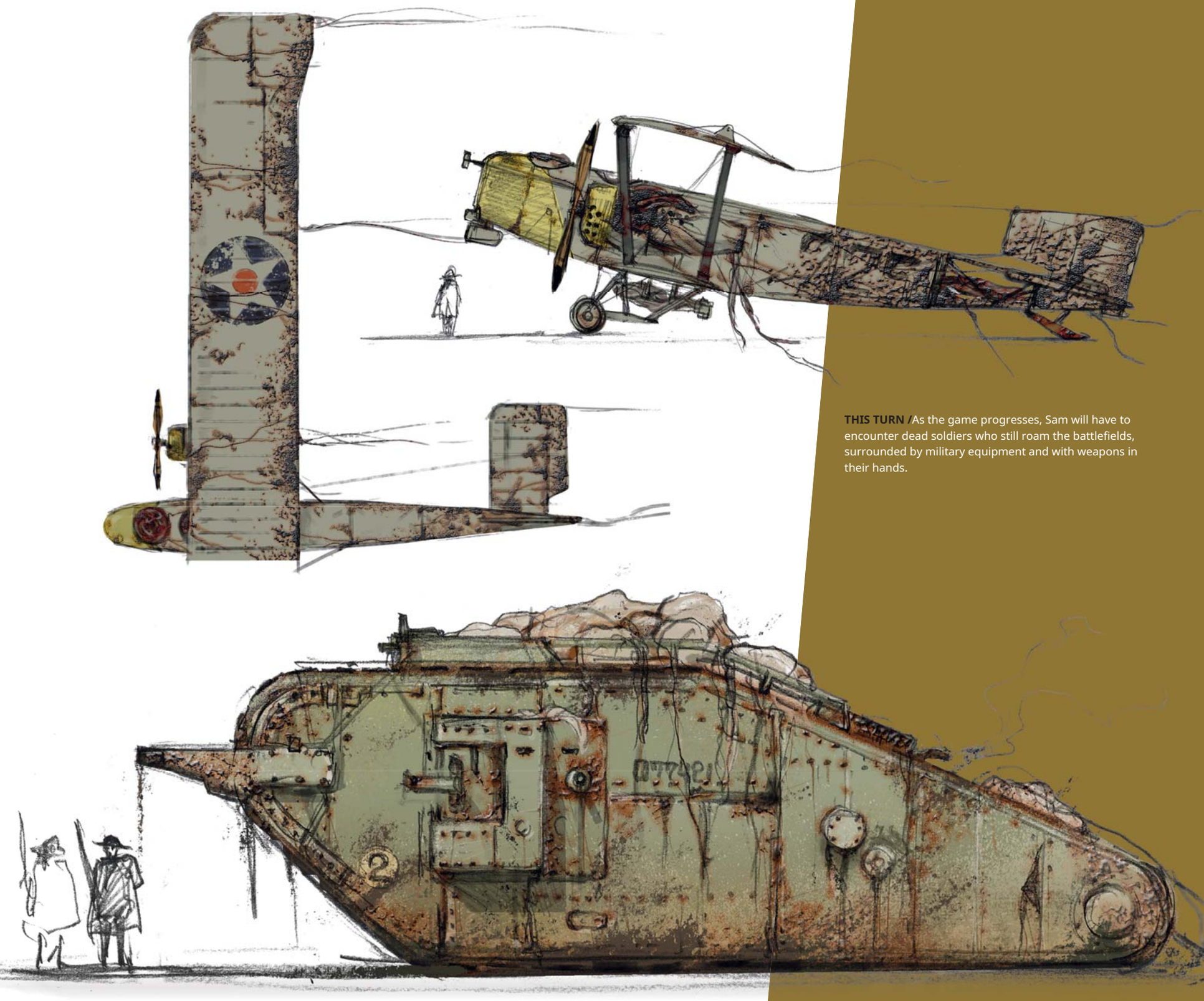
BELOW /Final concepts Cliff and the Warriors.

LEFT AND RIGHT / Cliff's clothing concepts during flashbacks.

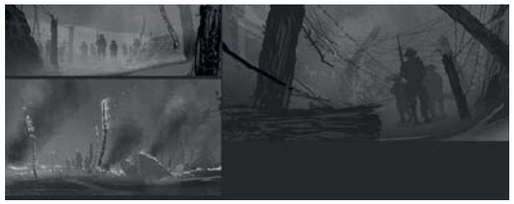
RIGHT /Cliff had a military background. past, so sketches of his service uniform were also required.







THIS TURN /As the game progresses, Sam will have to encounter dead soldiers who still roam the battlefields, surrounded by military equipment and with weapons in their hands.



THIS TURN /The battle takes place in characteristic for the trenches during the First World War.

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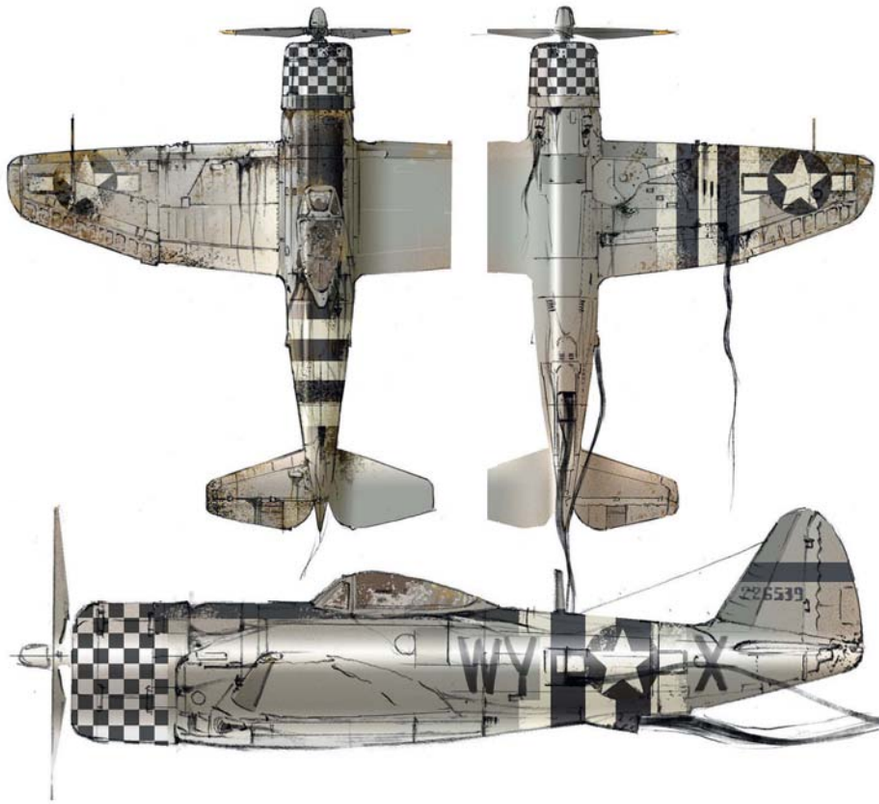
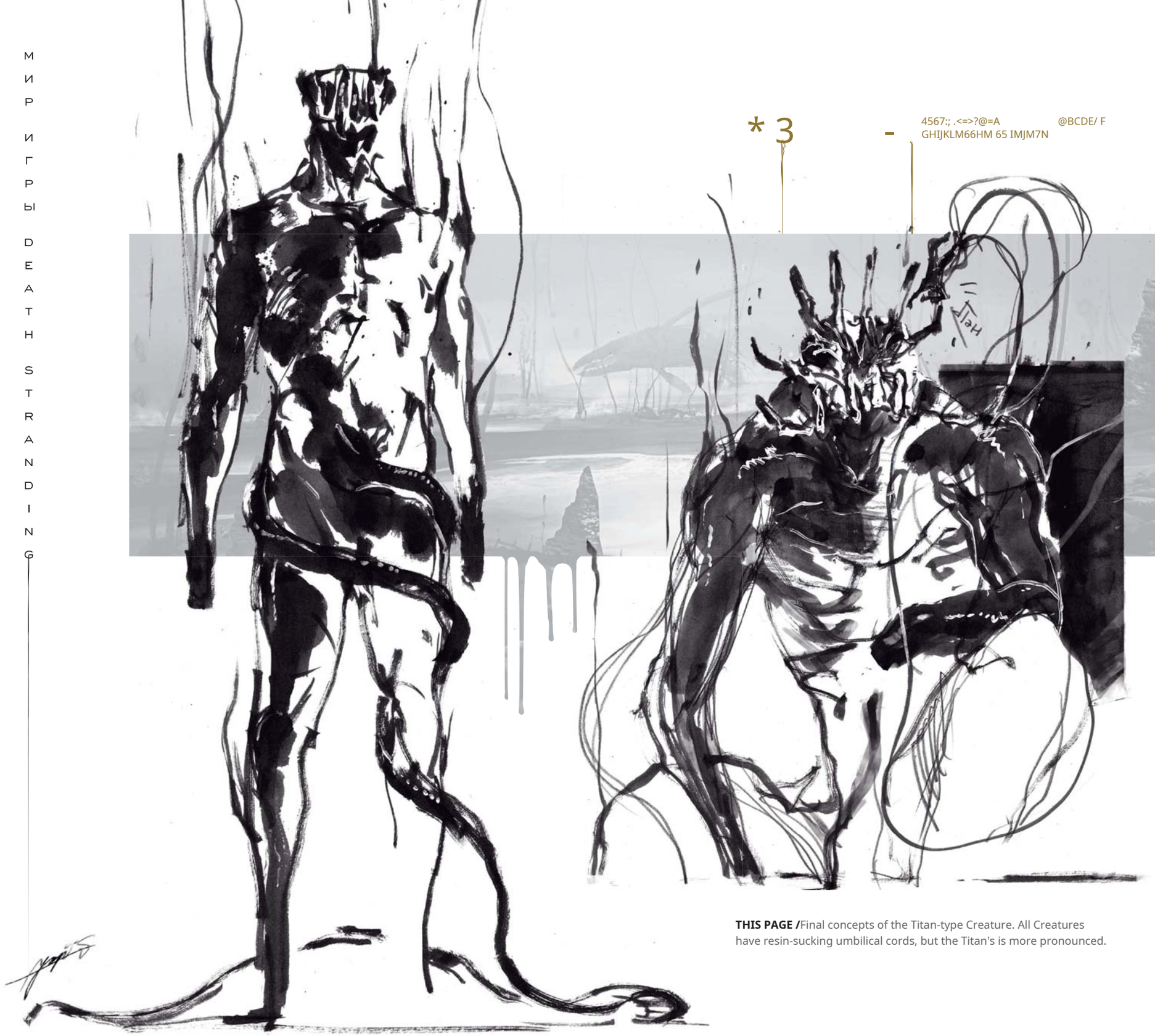


THIS TURN /Many soldiers from World War II served in the Air Force. From the bodies of the soldiers, as well as from their planes, hang several dark umbilical cords of a strange substance, similar to tar or blood.

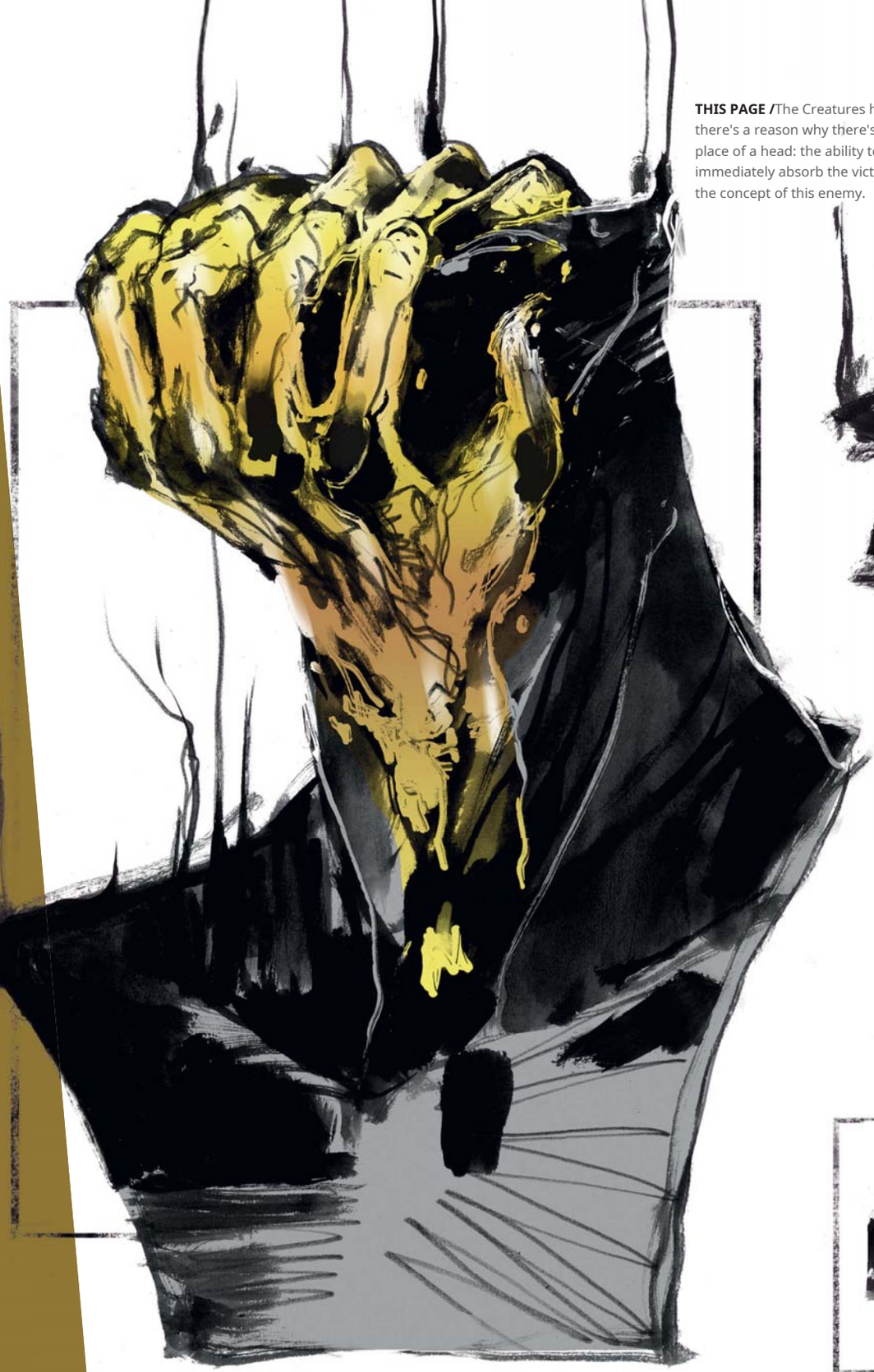
THIS TURN /Battles of World War II occur within the city limits.

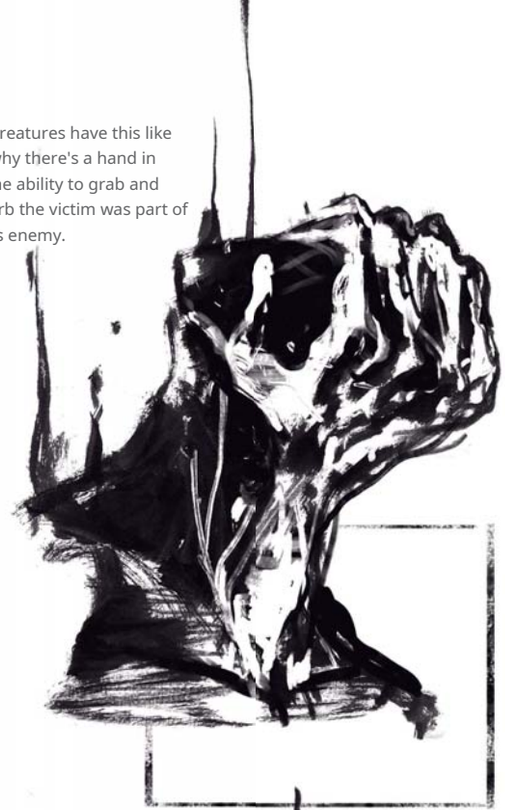
THIS TURN /This battle takes place at night in the hellish conditions where an ambush awaits Sam around every corner.



THIS PAGE /Final concepts of the Titan-type Creature. All Creatures have resin-sucking umbilical cords, but the Titan's is more pronounced.

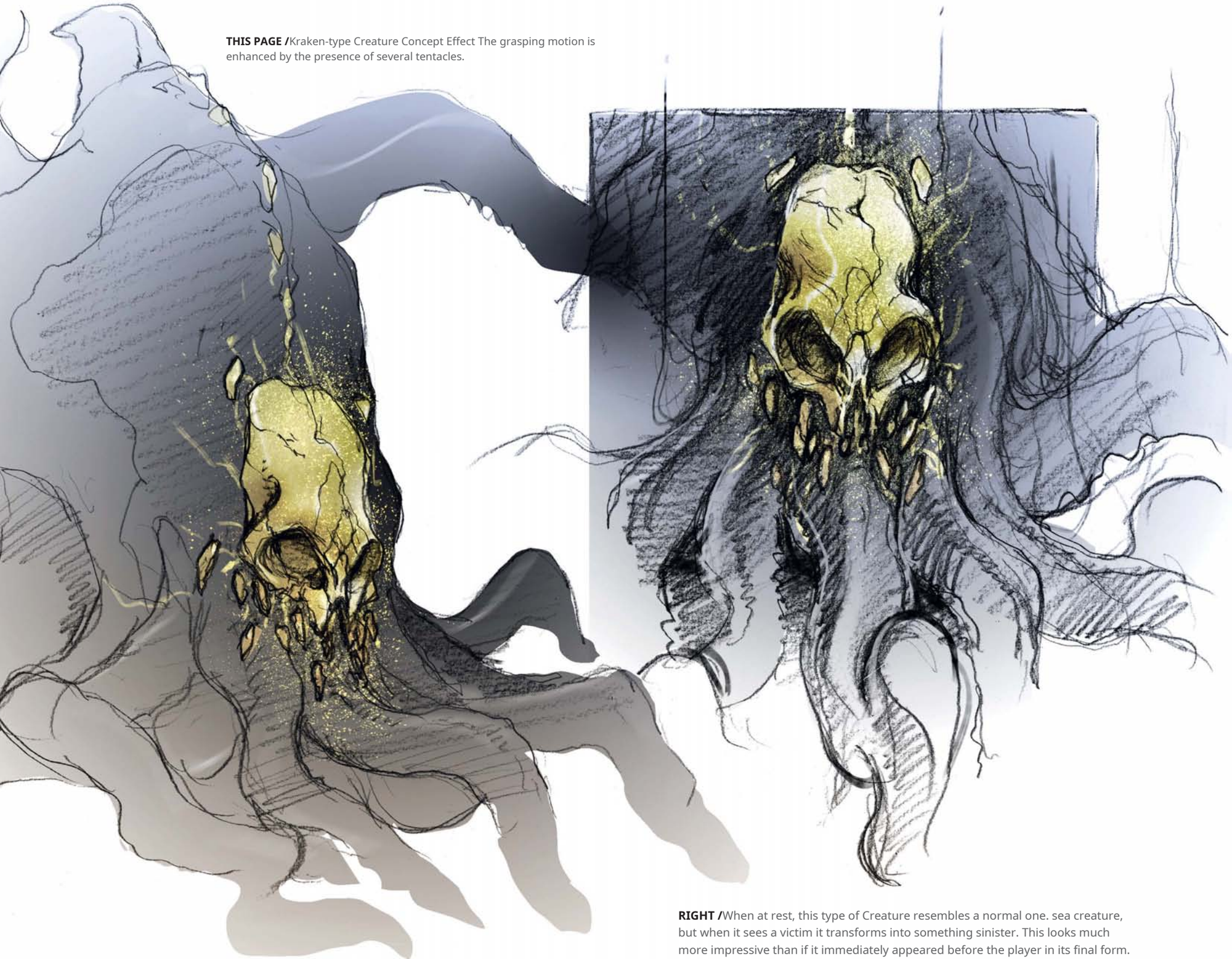
TOP /Early sketches of the Titan-type Beast.





THIS PAGE /The Creatures have this like there's a reason why there's a hand in place of a head: the ability to grab and immediately absorb the victim was part of the concept of this enemy.

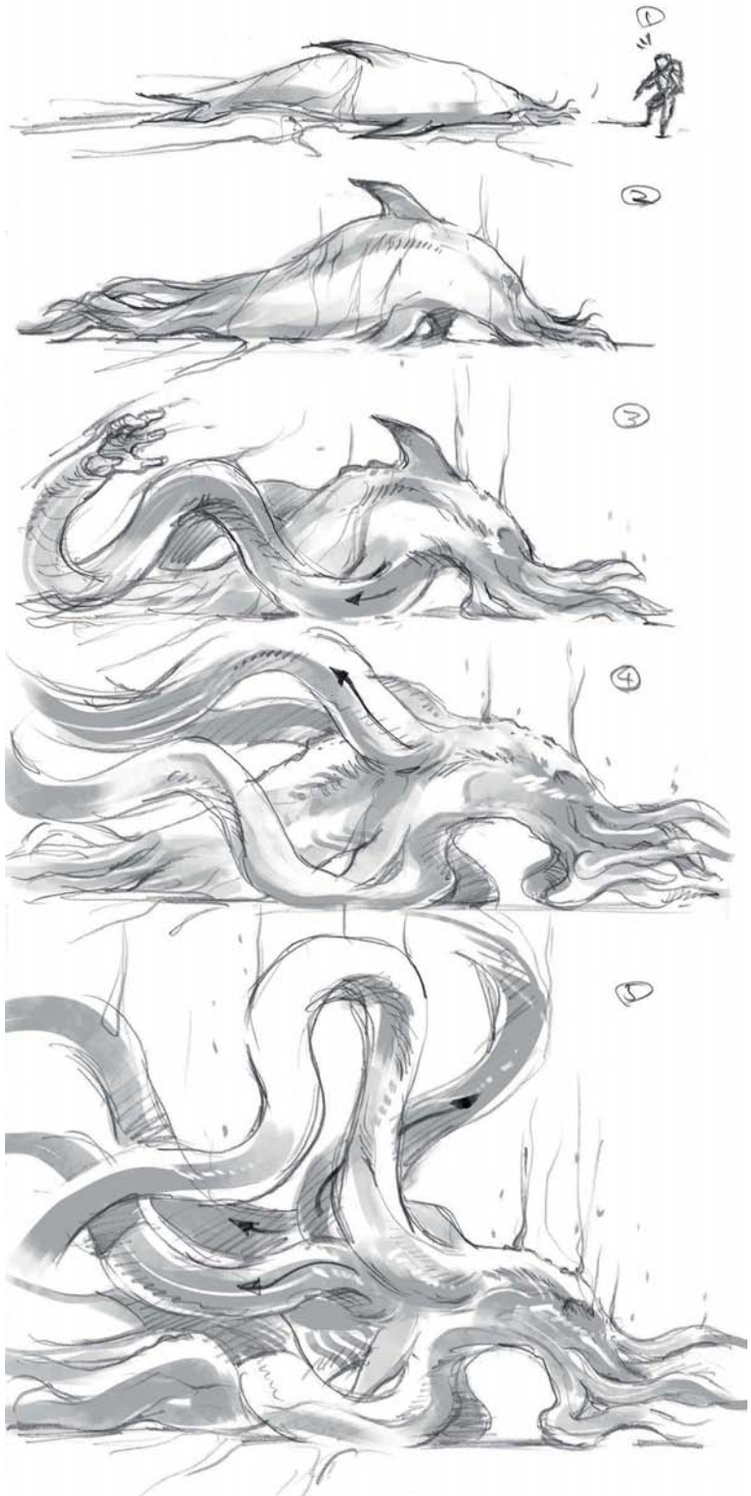
THIS PAGE / Titan head design sketches.



THIS PAGE /Kraken-type Creature Concept Effect The grasping motion is enhanced by the presence of several tentacles.

RIGHT /When at rest, this type of Creature resembles a normal one. sea creature, but when it sees a victim it transforms into something sinister. This looks much more impressive than if it immediately appeared before the player in its final form.

RIGHT /The oral cavity of a Whale-type creature.



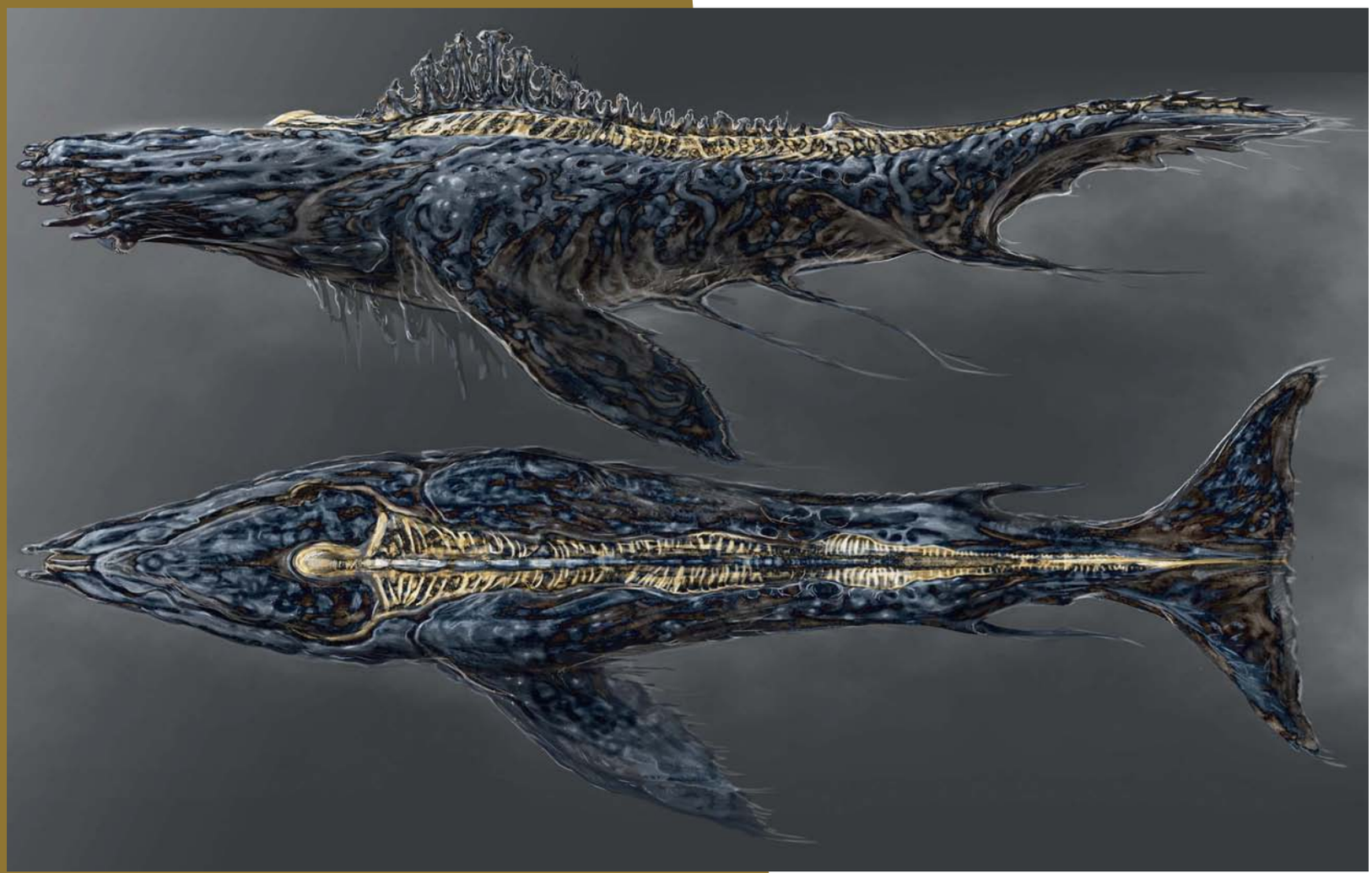
THIS TURN /Concepts for fighting the Kraken-type Creature.

THIS TURN /Early concepts for the moment the Creatures appeared.

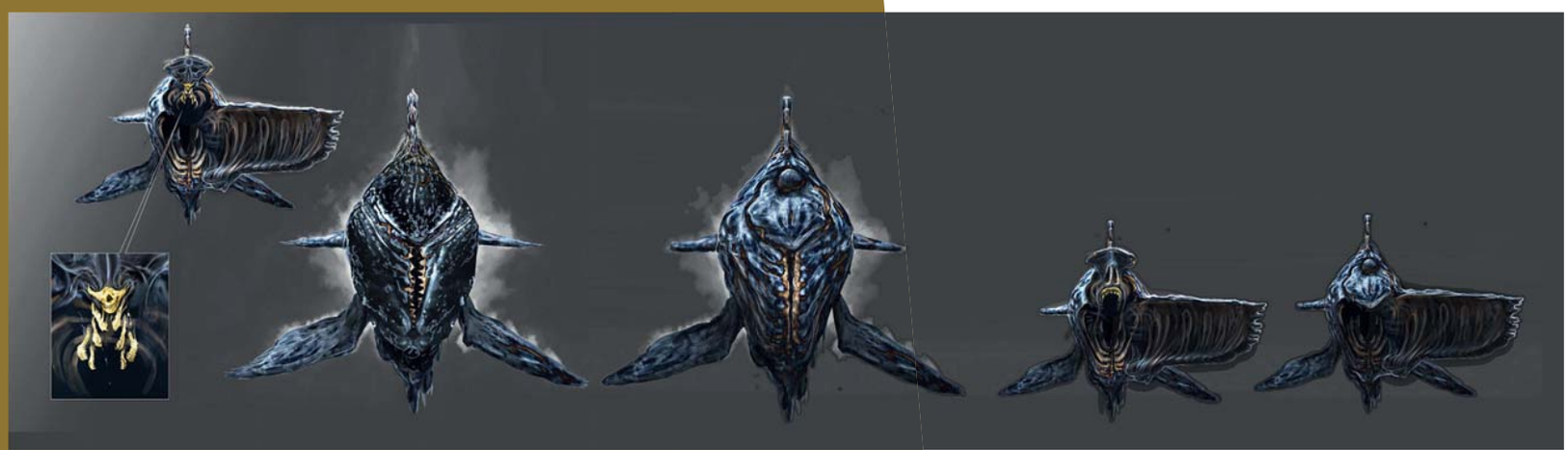
BELOW /An early concept of the moment the Creatures appear. In this version they seem to be born from the sky.

THIS TURN /Concepts of the Lion-type Creature. All the Beasts in the game have the features of washed-up sea creatures. So, despite the general "cat" design of this type, many details and shapes are inspired by the sea. For example, the lion's mane on its head consists of tentacles, and the mouth, hidden behind a golden mask, resembles a sea anemone.

TOP /Different variations of the Lion-type Creature's head.

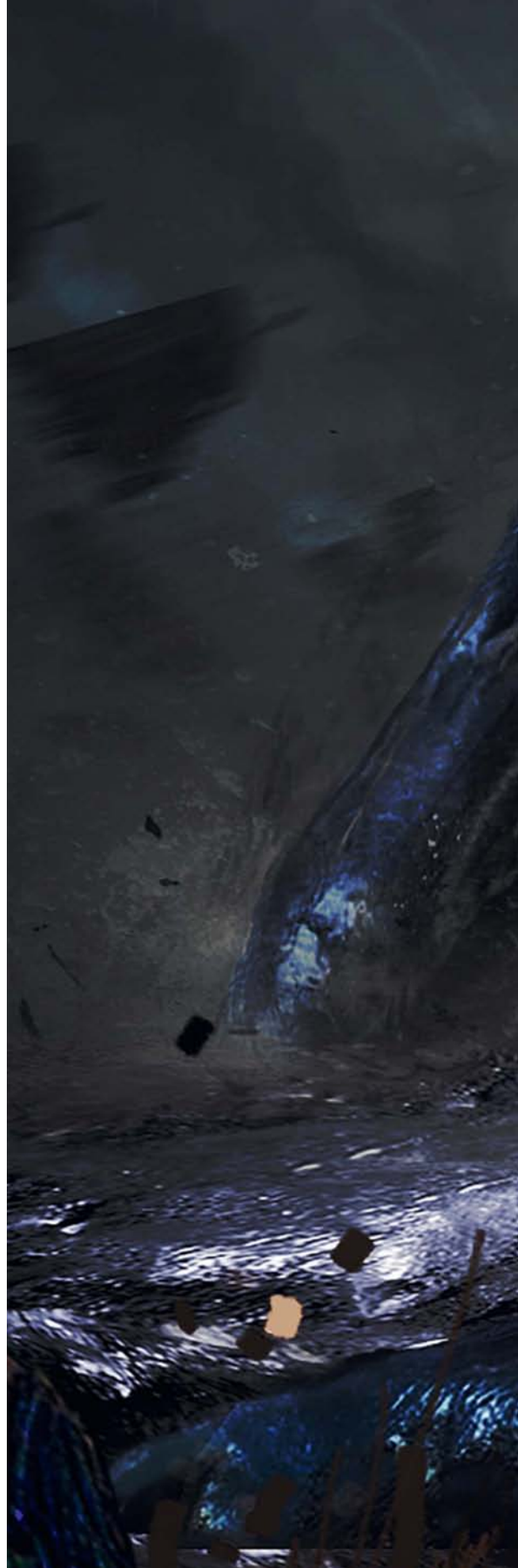


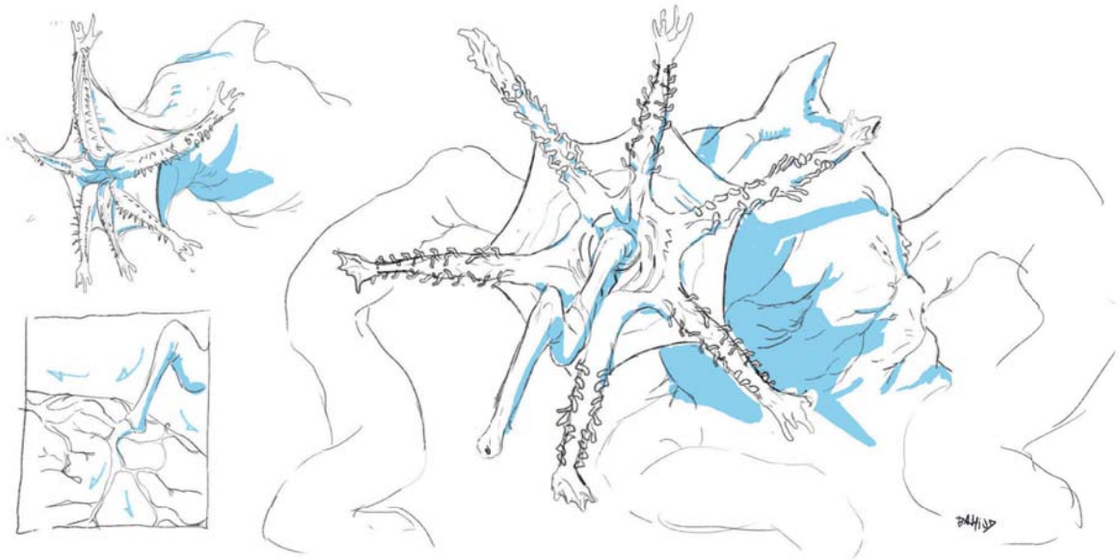
THIS PAGE /Final concepts of the Whale-type Creature. The exposed spine suggests a human silhouette.



THIS PAGE /Early sketches of the Whale-type Creature.

THIS TURN /Various concepts for fighting Creatures.



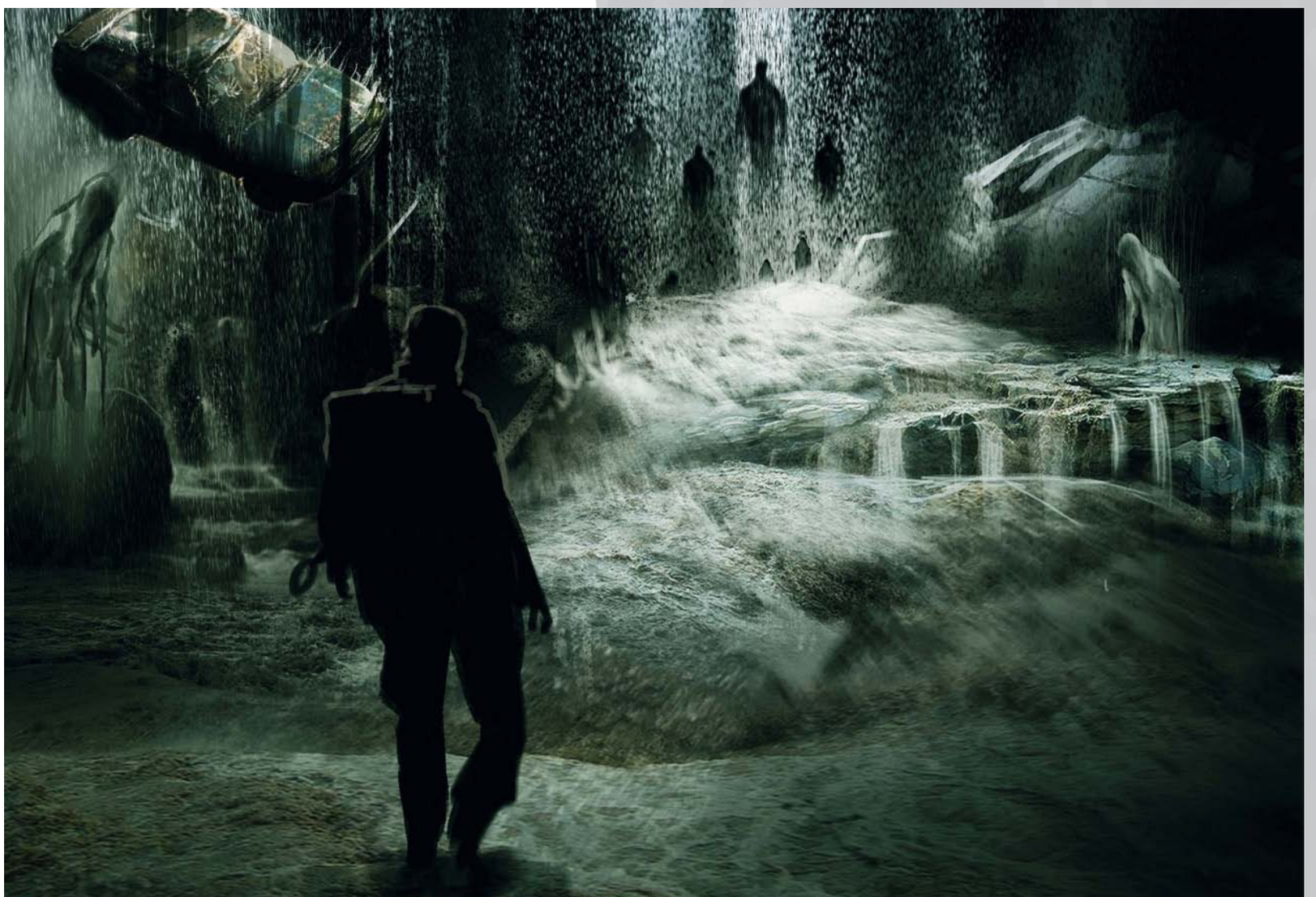


THIS TURN /Parallel Along with the development of the design of the Creatures themselves, their behavior on the battlefield was also thought out.

THIS TURN /
Final concepts.

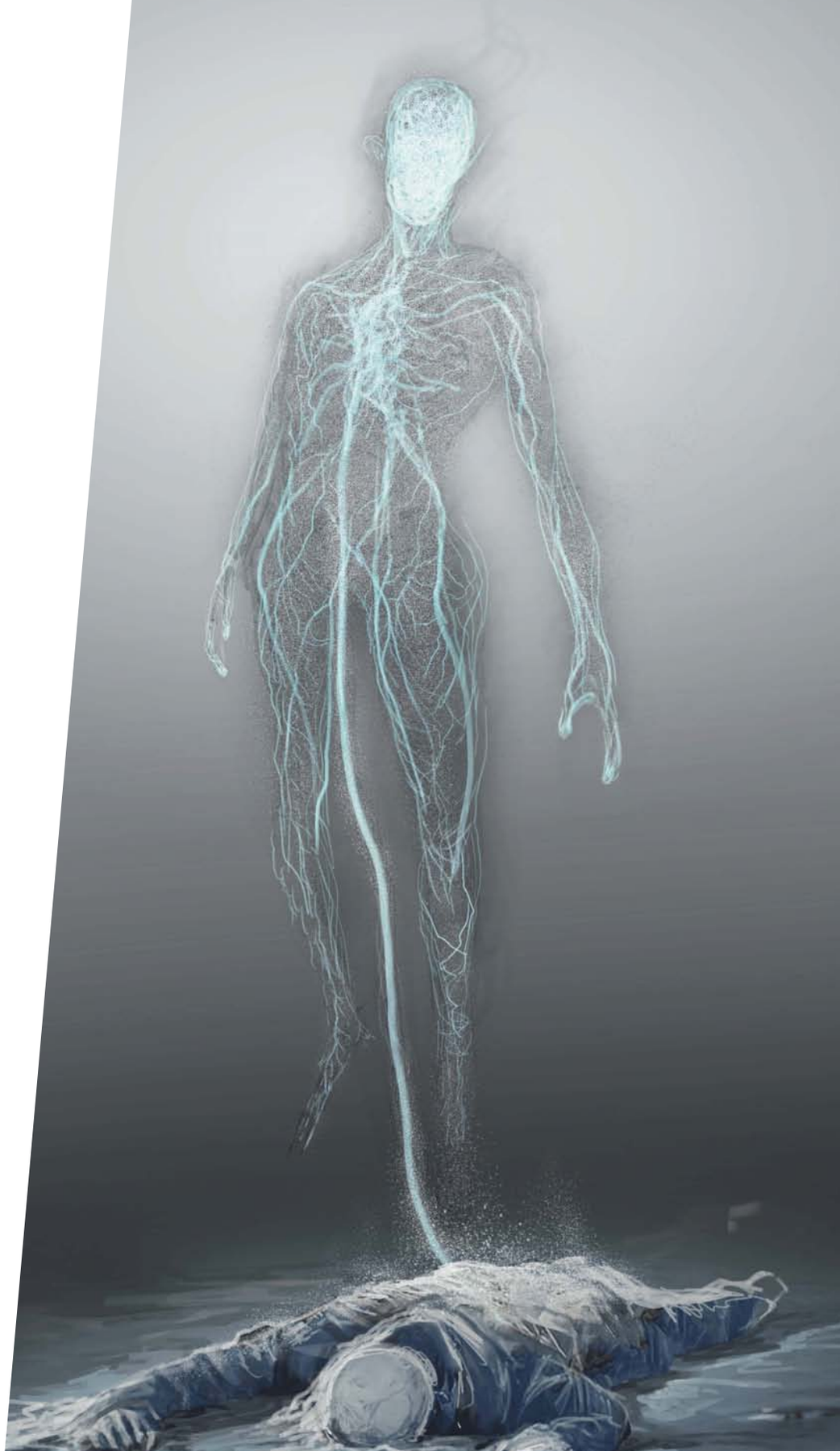
THIS TURN /Early concepts ghostly Creatures. Since they are invisible, several attempts have been made to develop their image using many different approaches.

THIS TURN /Different ways to show invisible Creatures in the game.



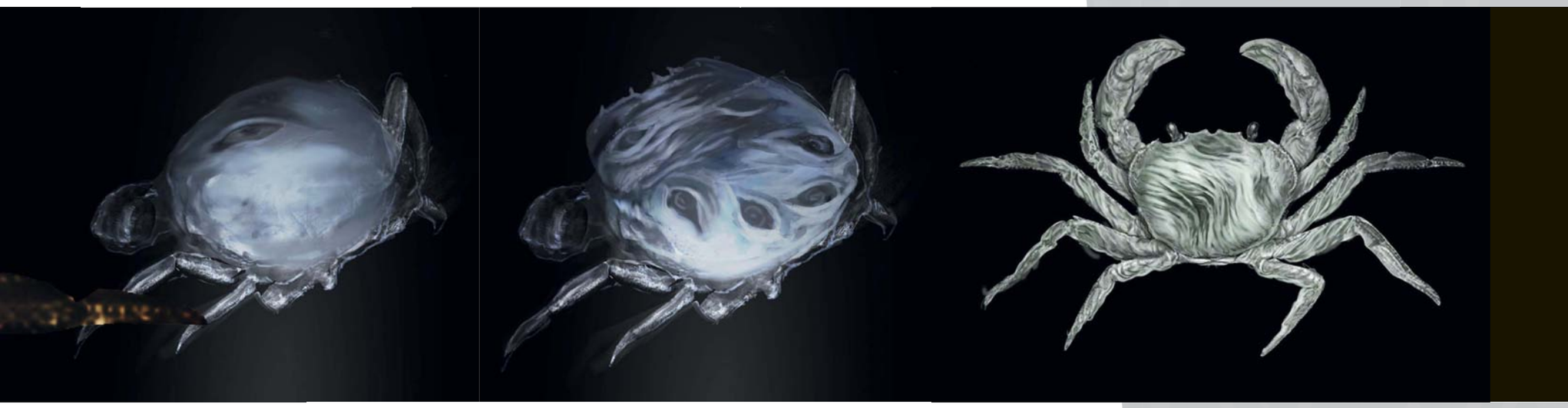
THIS PAGE /Various concepts of Creatures, wandering around the game world.

BELOW AND RIGHT /Detailed concepts of how things should be look like invisible Creatures in the game.



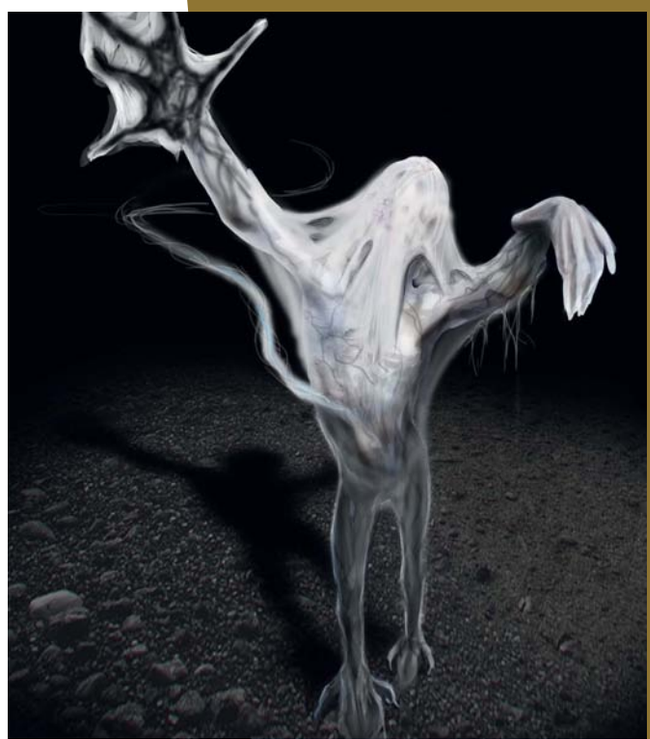
Translated from Russian to English - www.onlinedoctranslator.com

BELOW /Final crab concept.



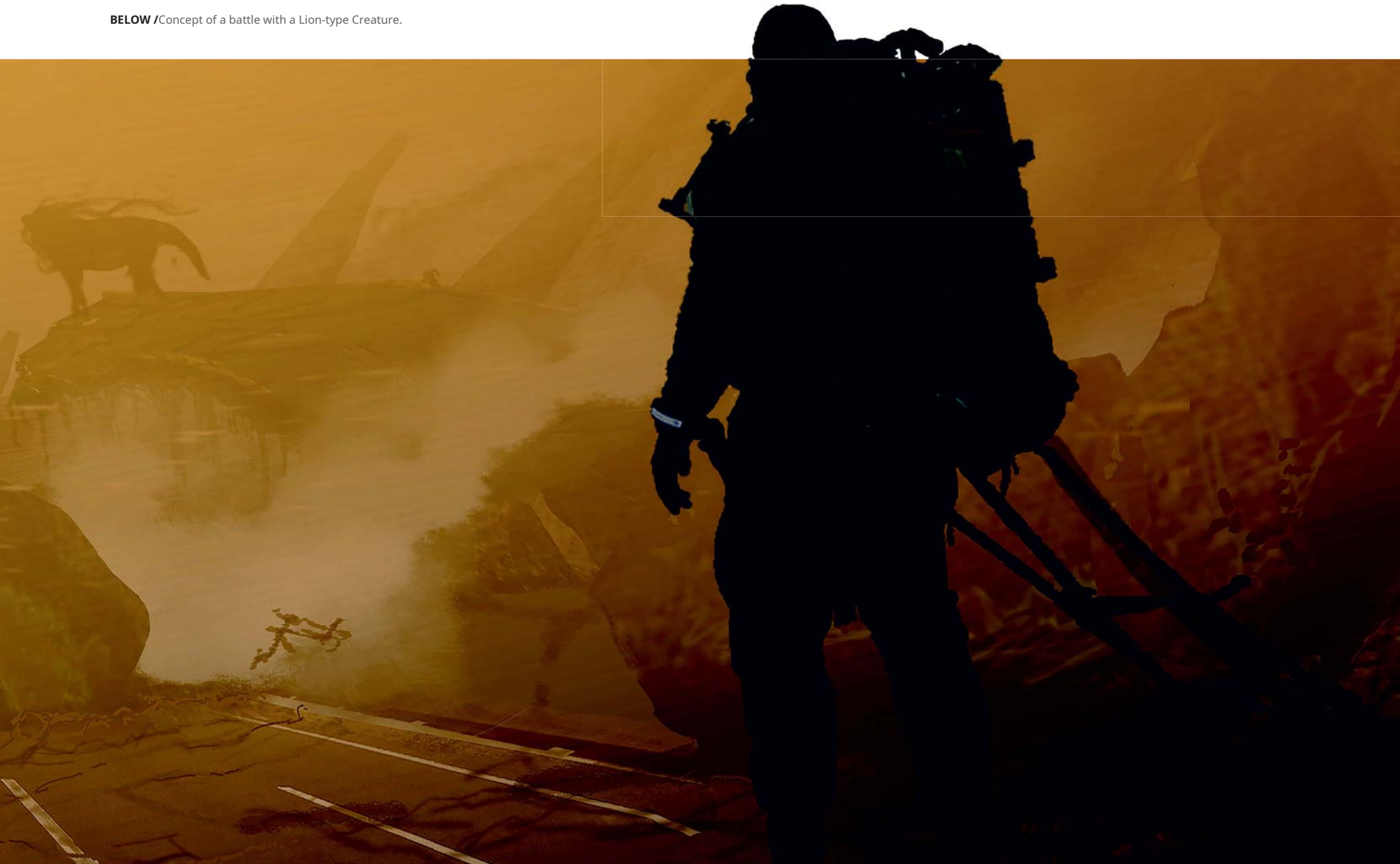
THIS TURN /The design of the beached crab has also undergone a makeover quite a few changes. The final version looks more like a regular arthropod. However, if you look closely, you can notice some strange and frightening details.

ABOVE AND RIGHT /Early concepts Creatures that had to be abandoned due to their unrealistic nature and lack of artistic value.

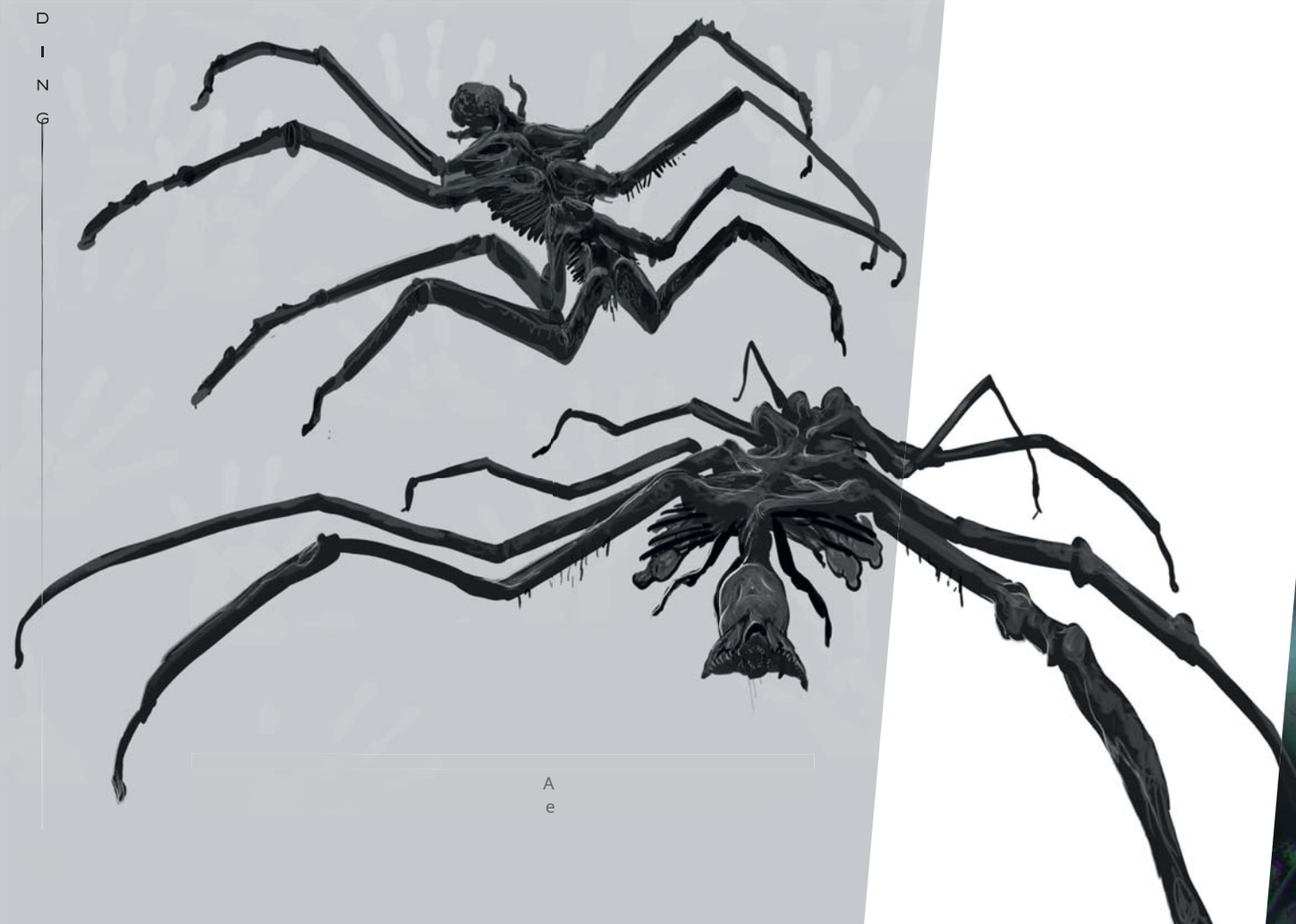


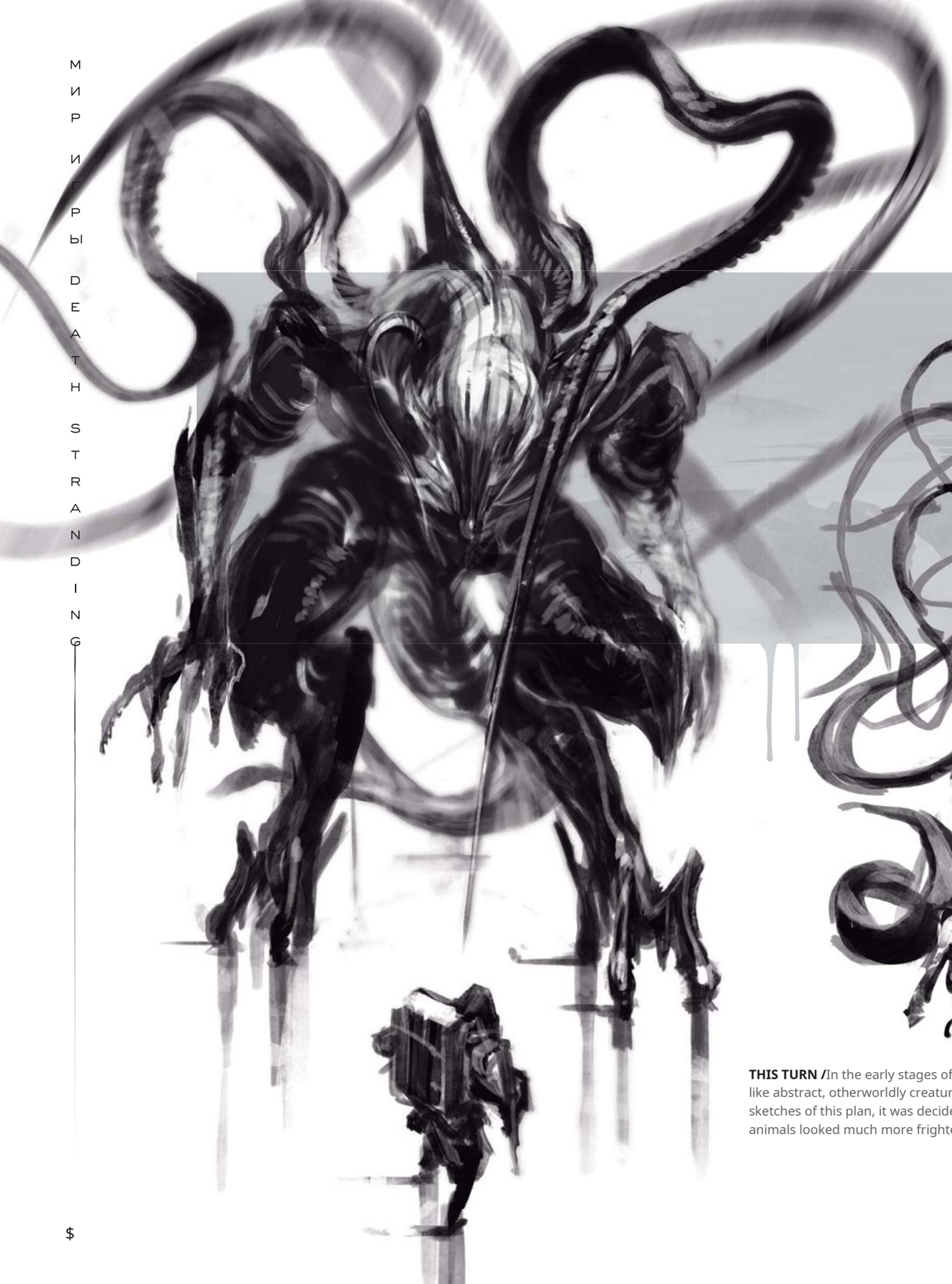
TOP OF THE SPREAD /Unused Creature Concepts.

BELOW /Concept of a battle with a Lion-type Creature.

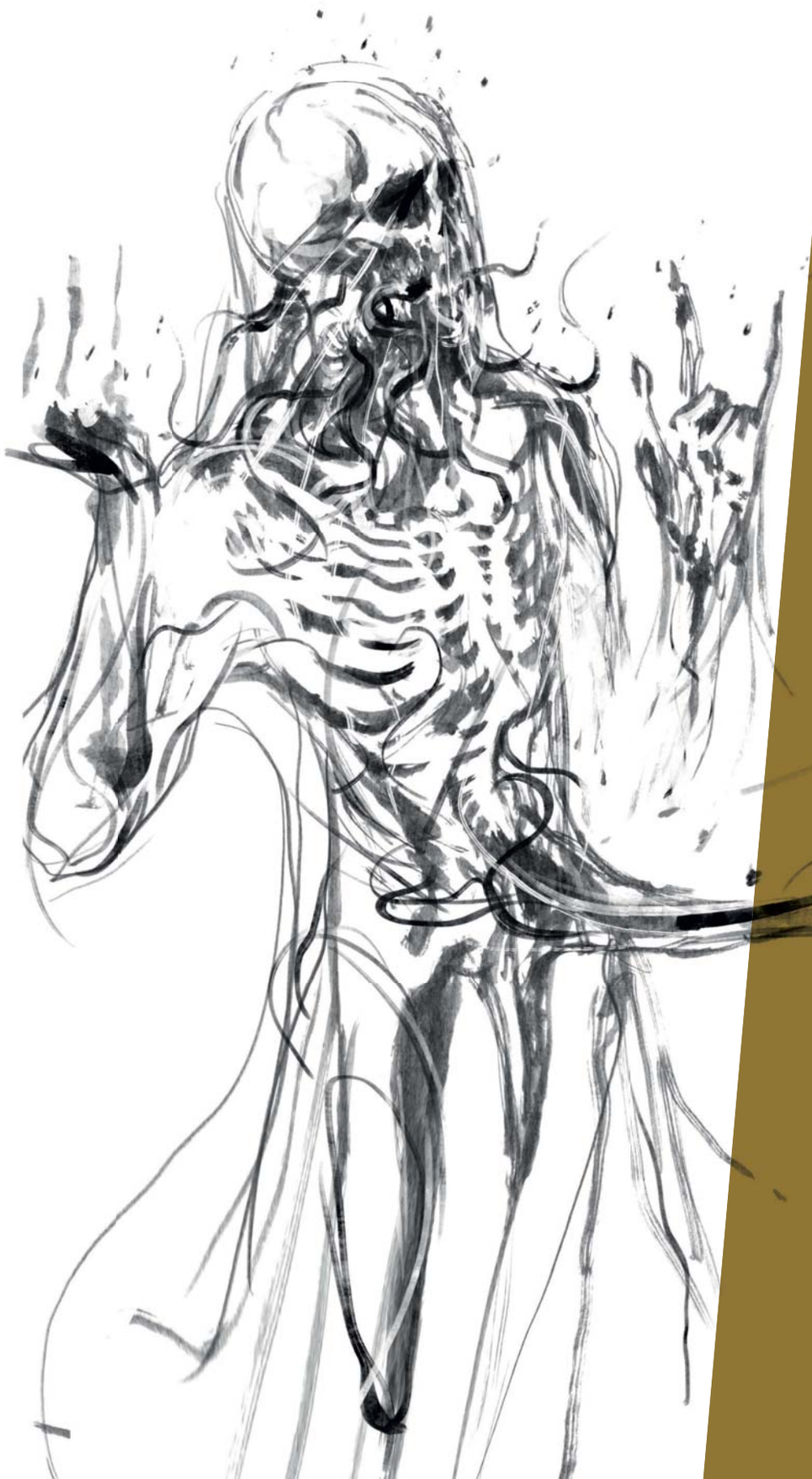


THIS TURN /Unused concept of the Creature. Here you can see how the corpses washed up on the shore gradually deform
and transform into
completely new creatures.

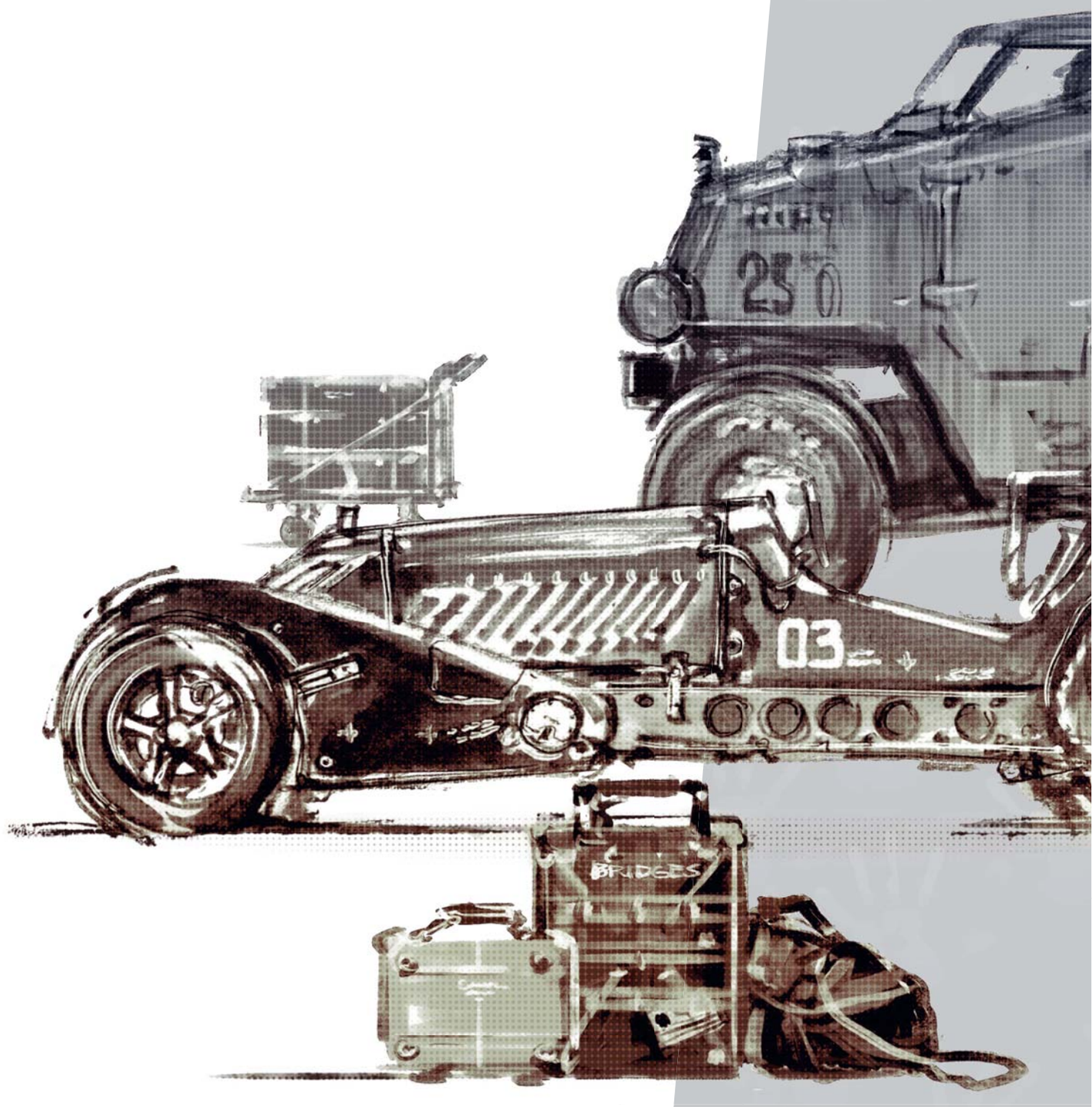


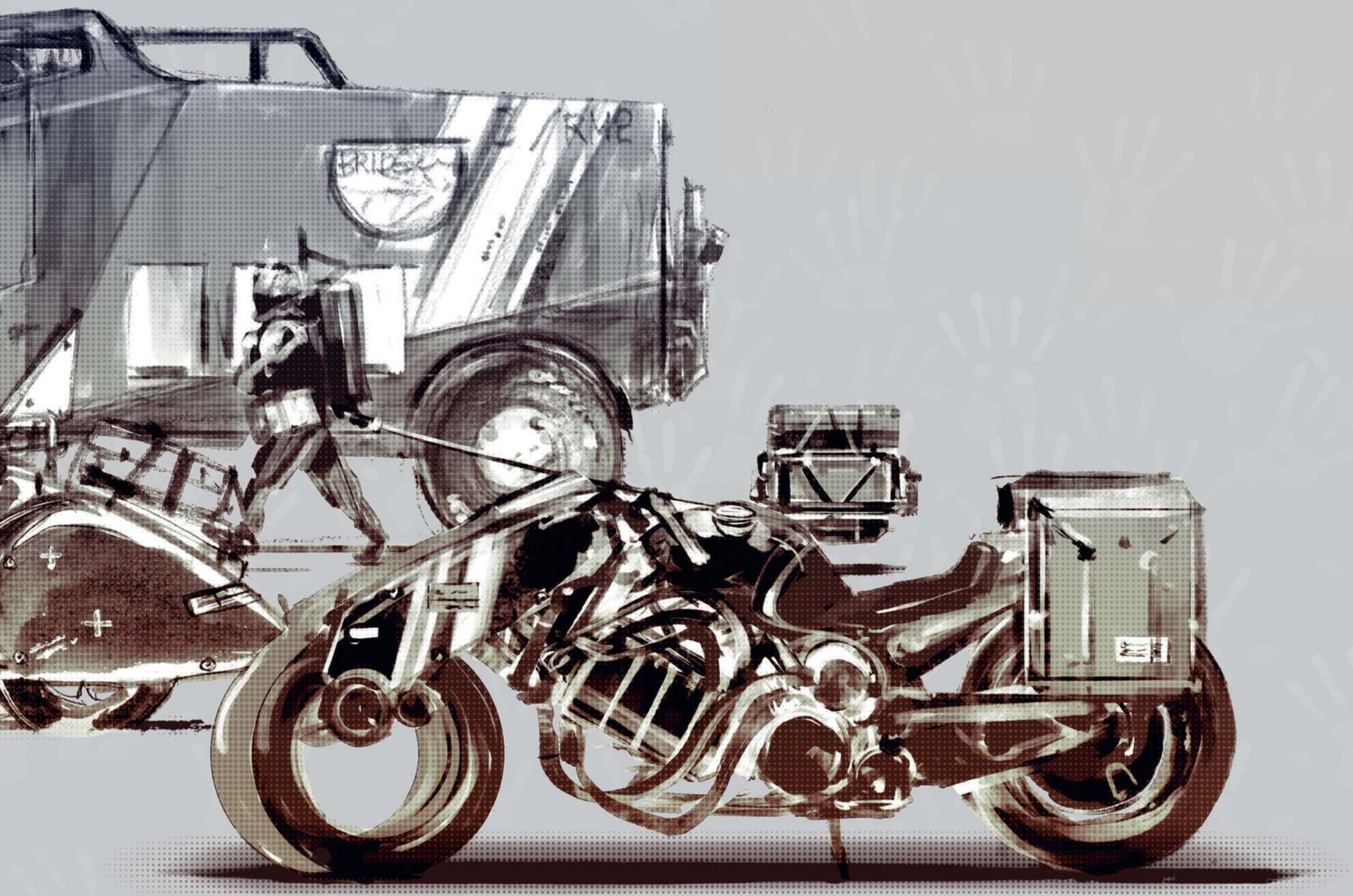


THIS TURN /In the early stages of Tvarit's development looked like abstract, otherworldly creatures. However, after several sketches of this plan, it was decided that a design based on real animals looked much more frightening and believable.

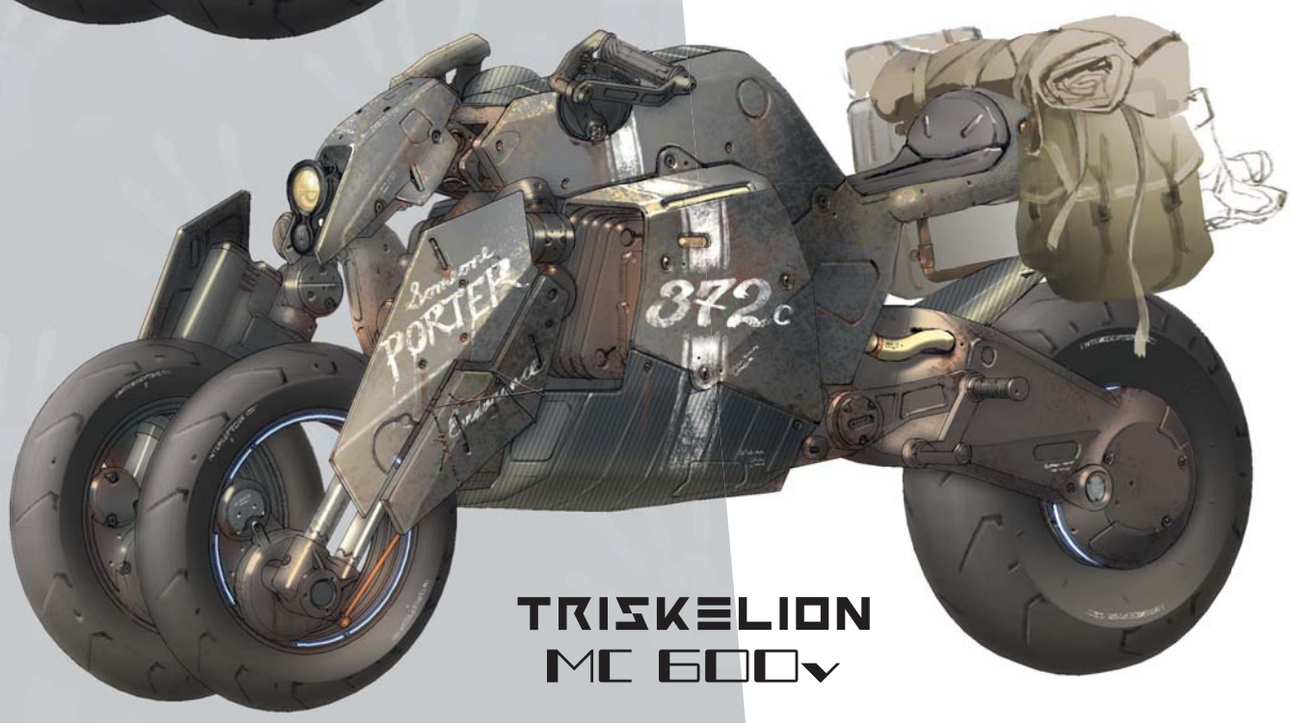


THIS TURN /Various concepts of Creatures transported from the Shore to the world of the living.

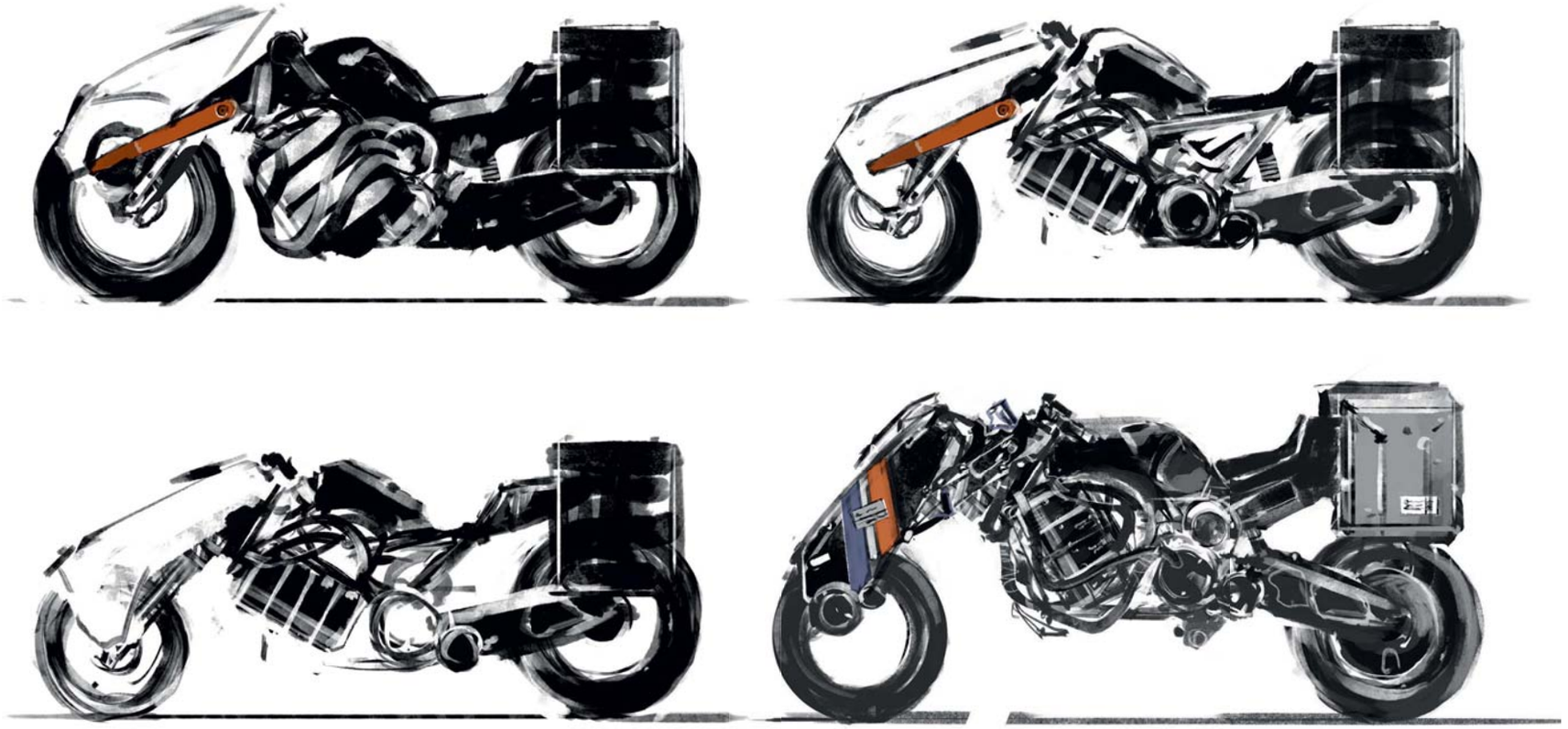

03
BRIDGES



THIS PAGE /Final reverse tricycle concepts.

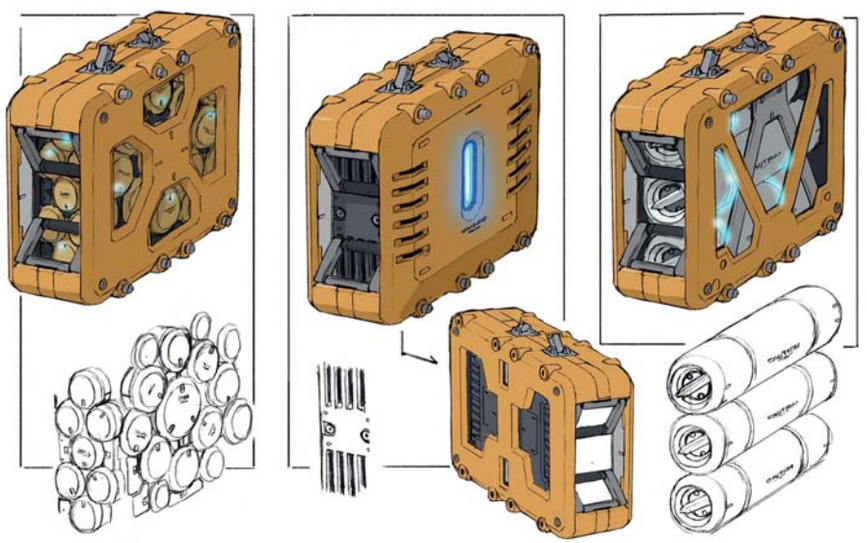


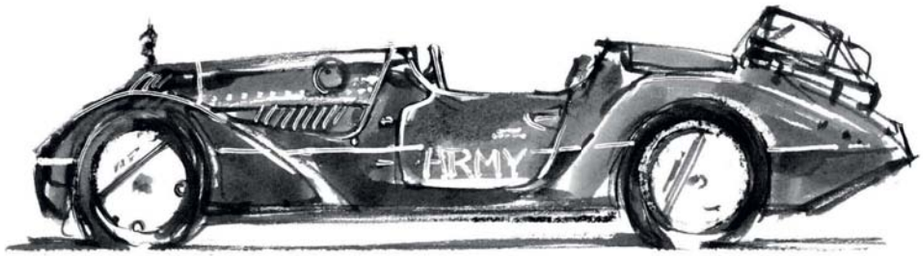
TRISKELION
MC 600v

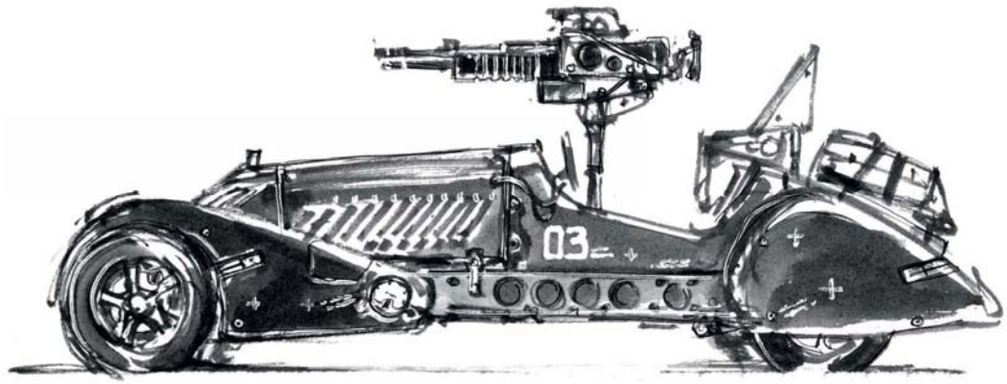


TOP /Early tricycle concepts.

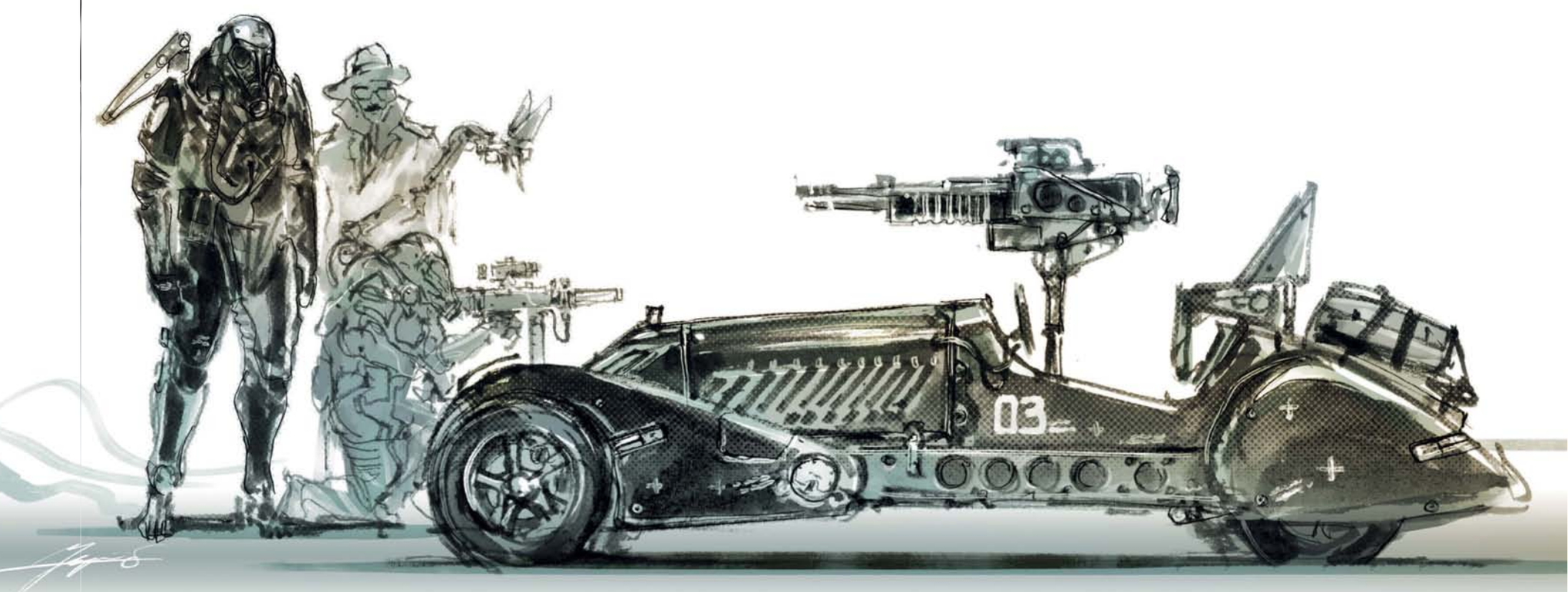
BELOW /Tricycle turbine concepts.

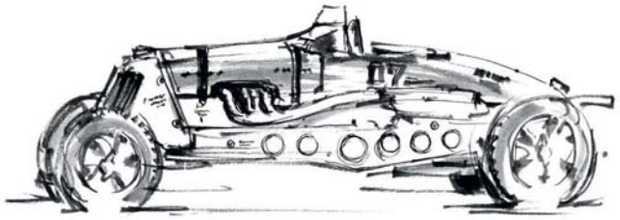


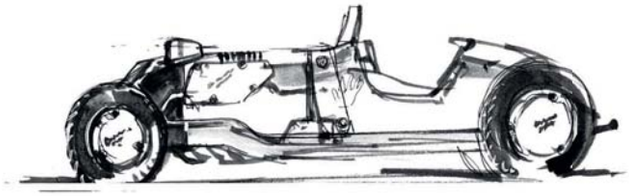


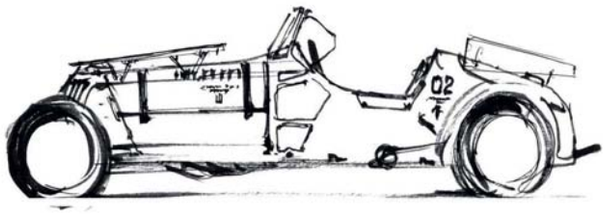


THIS TURN /Concepts of transport that did not make it into the game. Different versions of what a hot rod (an American car from the 30s and 40s, tuned with an emphasis on speed) could look like in the future.




07

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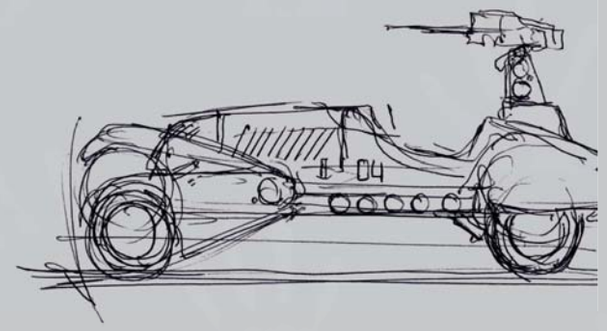
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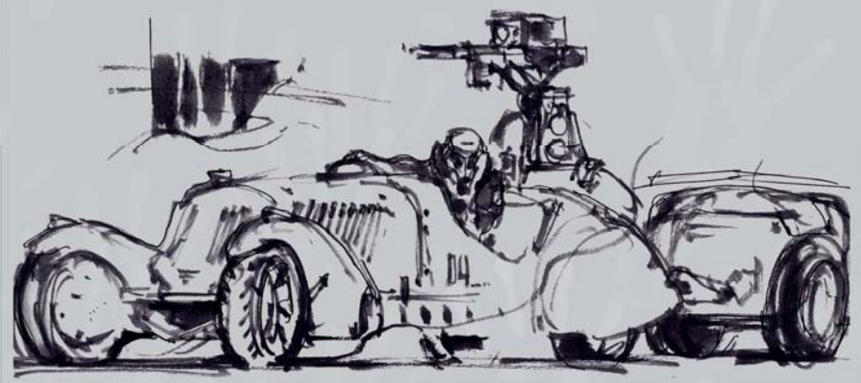
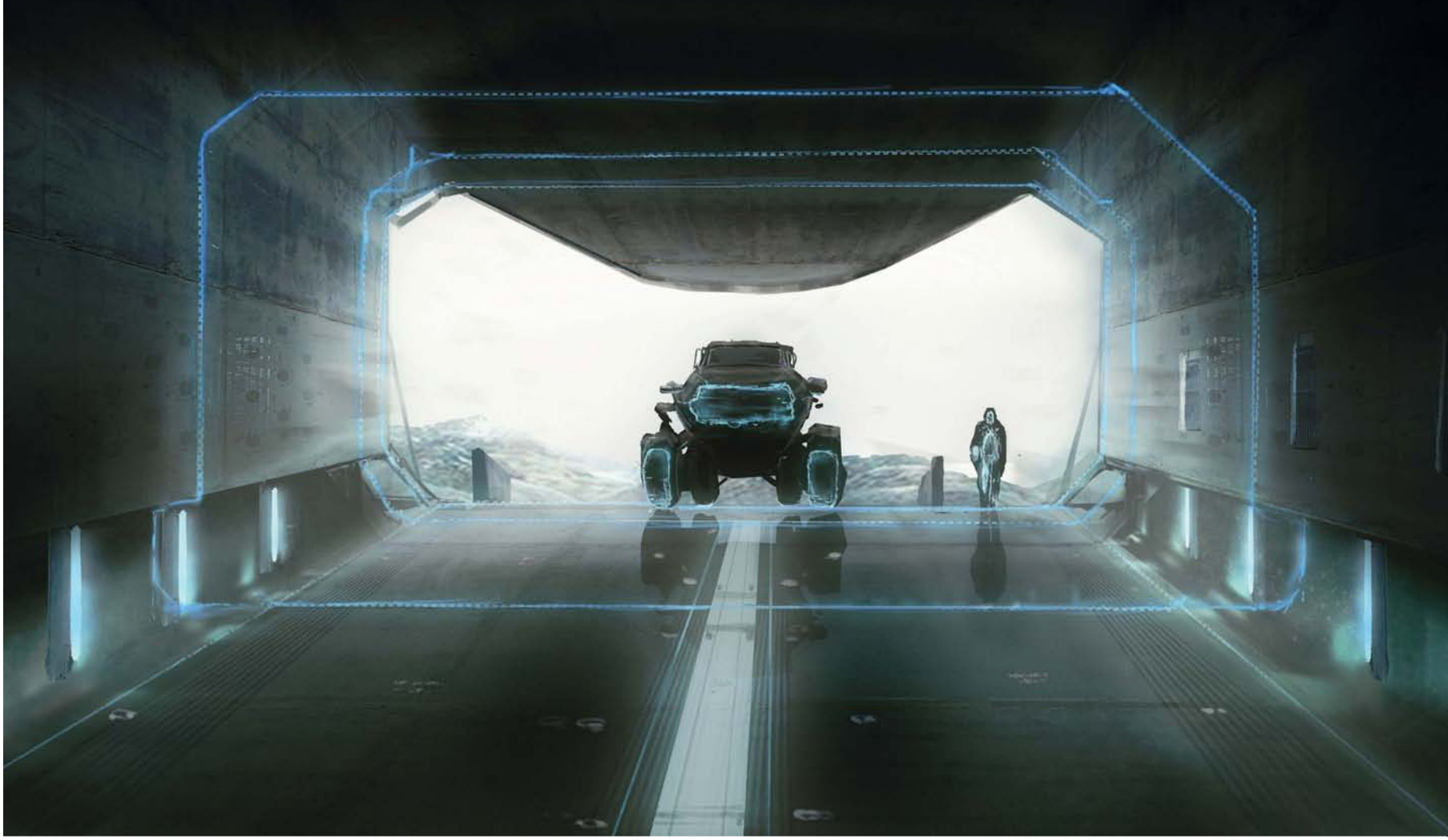
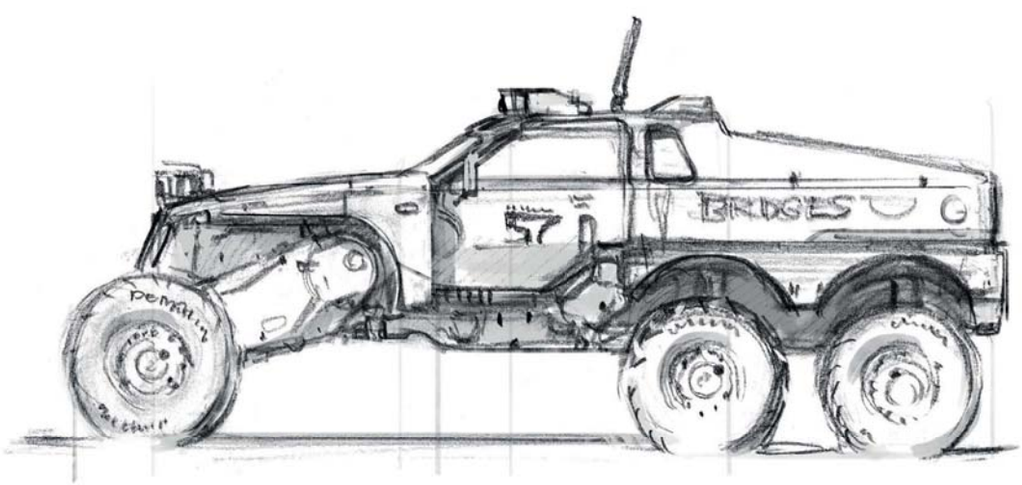
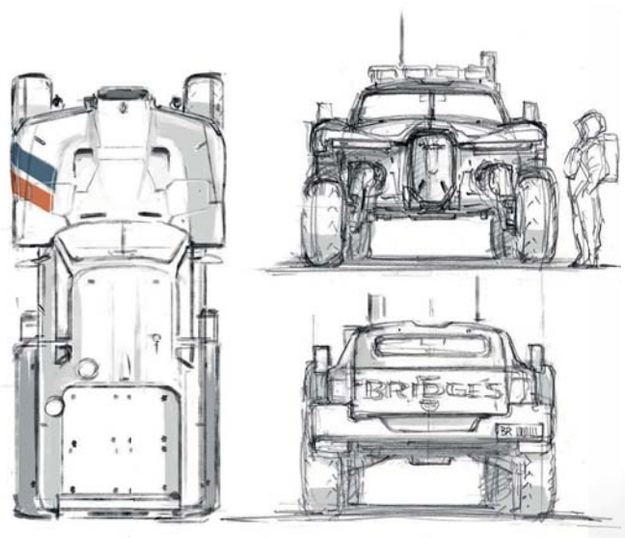

04

03
BRIDGES
03



THIS TURN /The pickup truck that Bridges employees used during the first expedition to the west. Appears only once in one of the game's cutscenes.



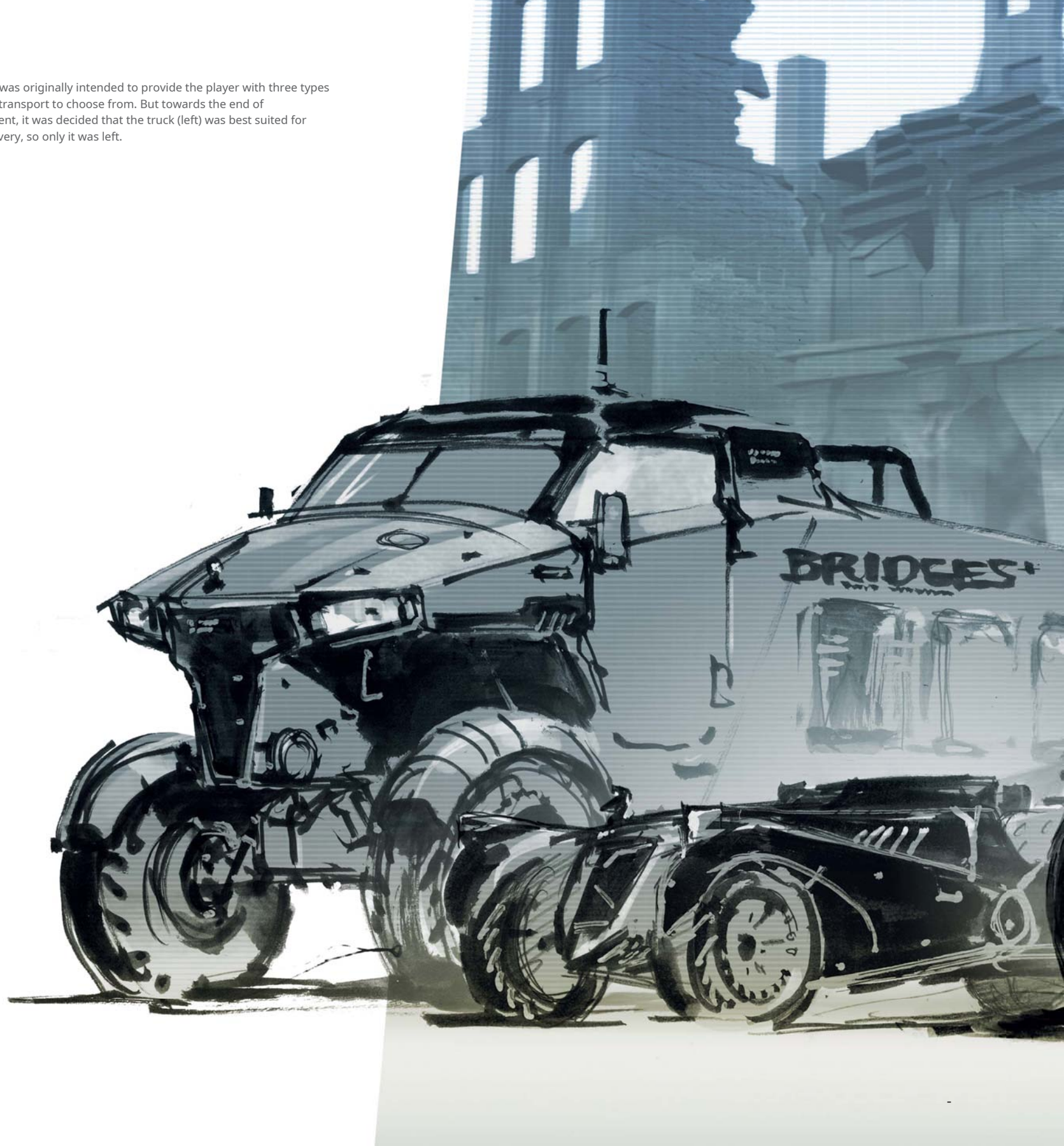


BRIDGES

BRIDGES
BRIDGES
BRIDGES

* * %)

RIGHT /It was originally intended to provide the player with three types of "large" transport to choose from. But towards the end of development, it was decided that the truck (left) was best suited for cargo delivery, so only it was left.



BRIDGES

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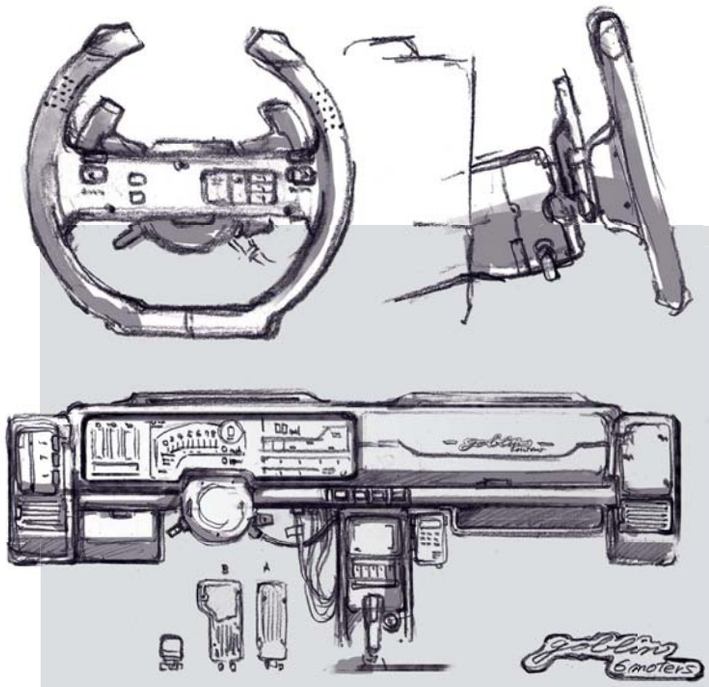
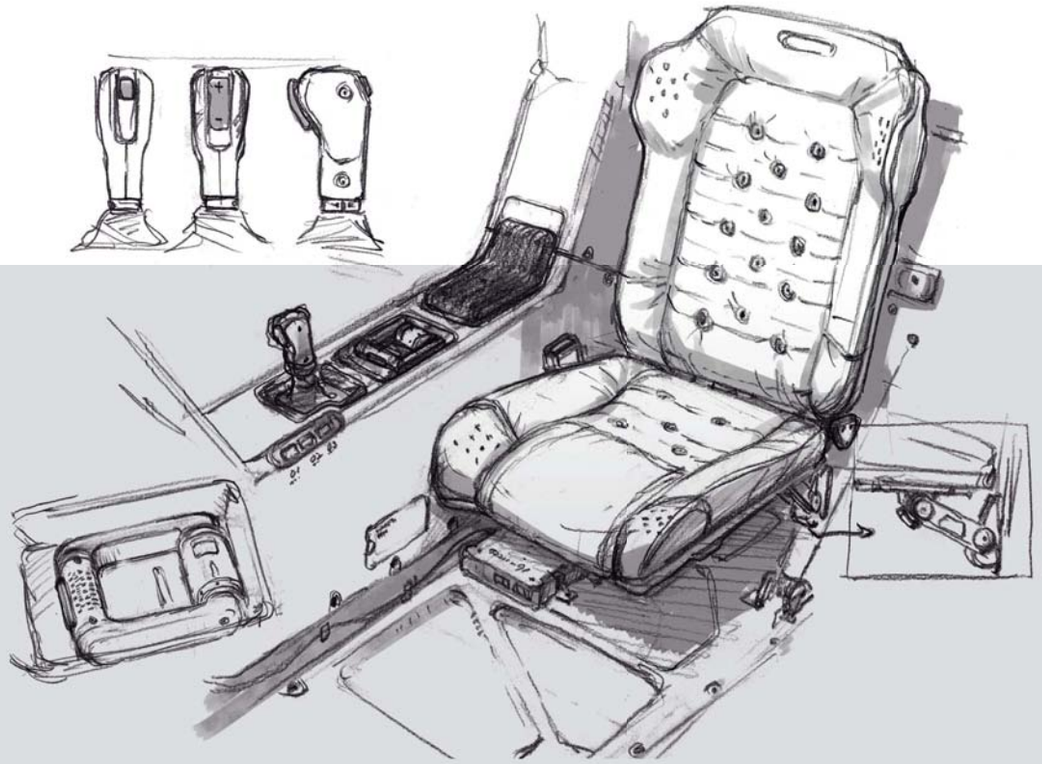
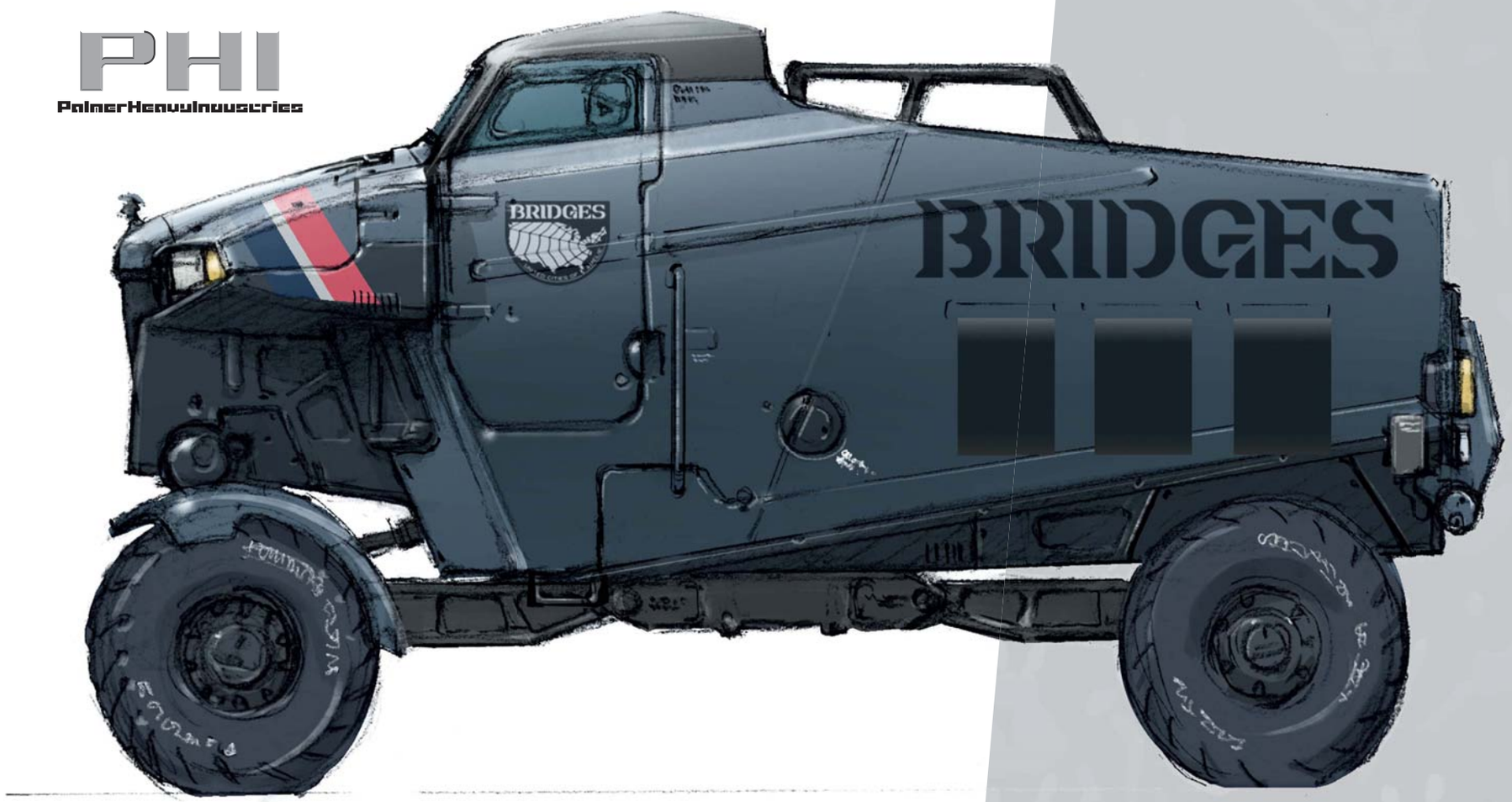




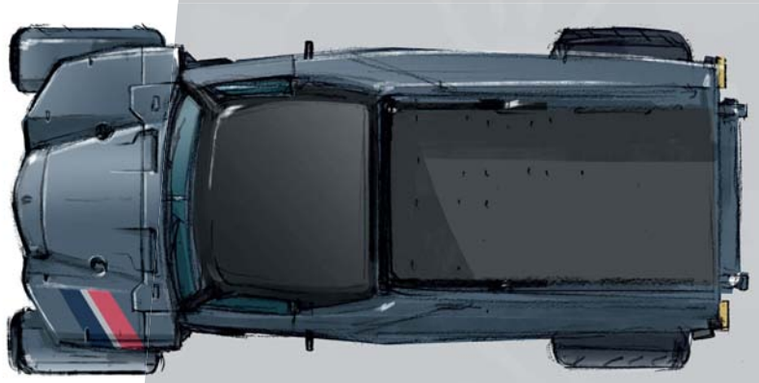
THIS PAGE /Detailed sketches of the truck, close to the final version.

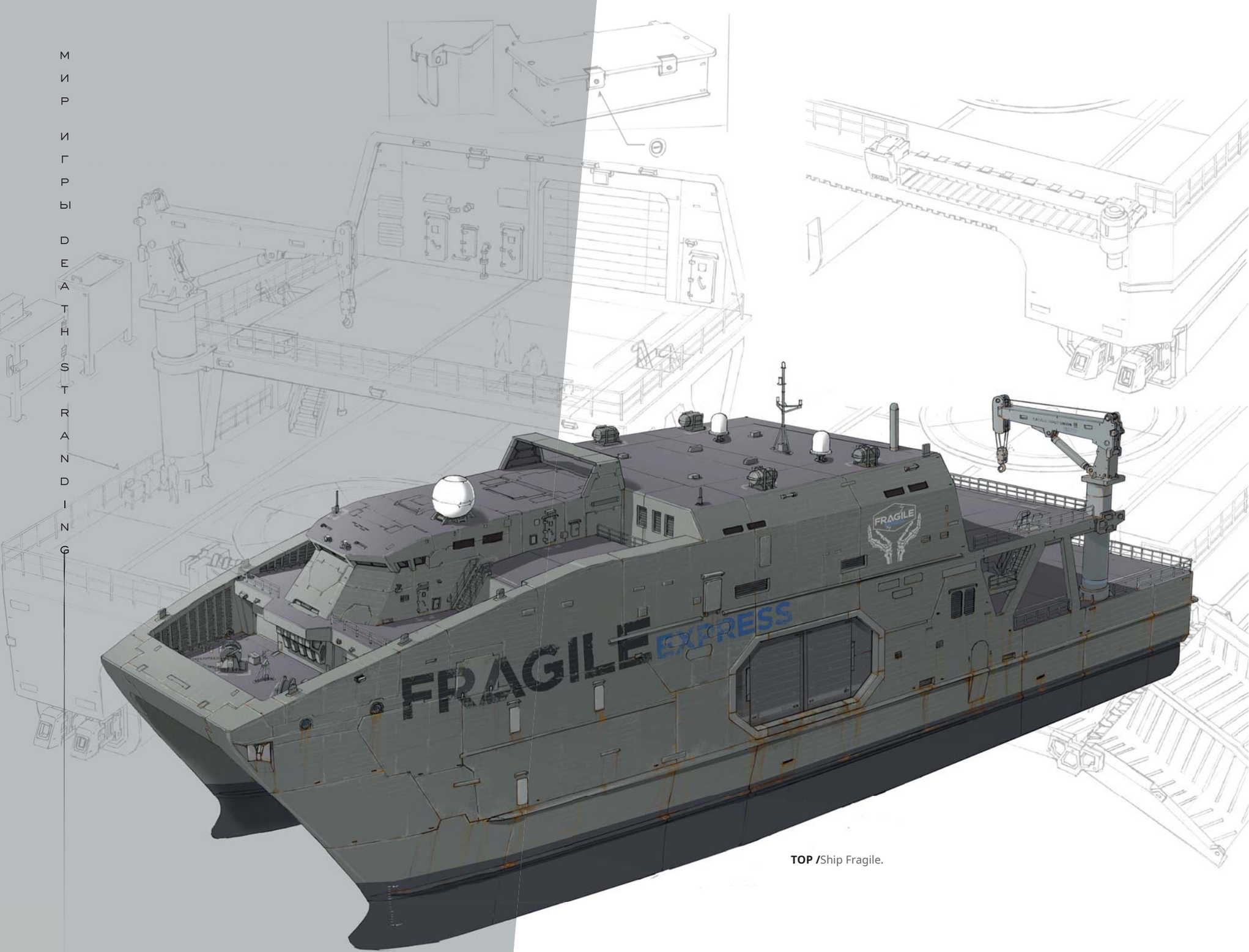
CICADA
MC 2000

PHI
PalmerHeavyIndustries



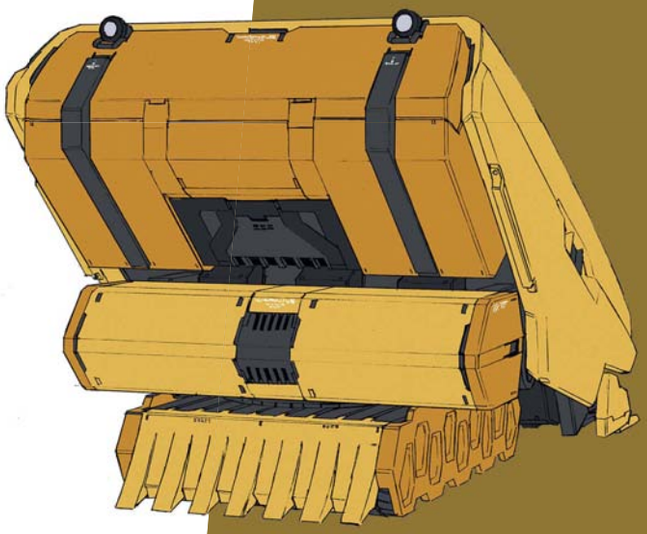
THIS PAGE /Final concepts of the truck. The car is capable of changing ground clearance and is therefore ideal for difficult terrain. The suspension features allow you to easily get out of situations when the car gets stuck (and in video games this happens quite often).

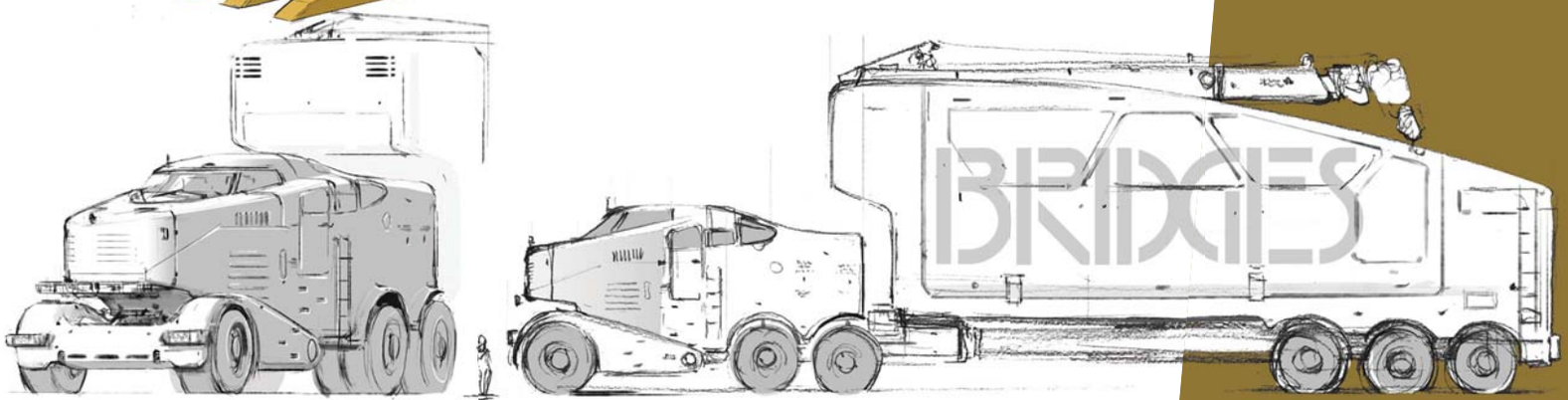




TOP /Ship Fragile.

BELOW /
Agricultural robot.





ABOVE AND BELOW /The trailer that the delivery department used for transporting particularly large loads.

* *

TOP /The knife of the captain of the disposal department.

LEFT /Early weapon concepts. The idea of replacing regular ammunition with its analogues made from Sam's blood appeared early on in the development stages.

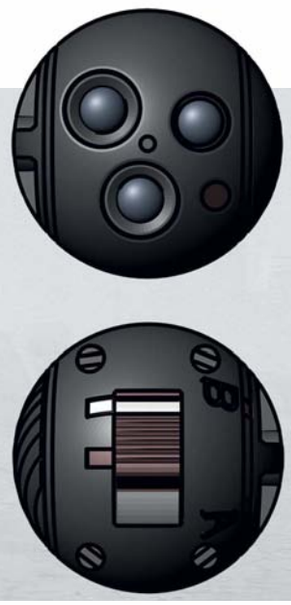
TOP /EX-grenades.

LEFT /Grenades, which used by Coast soldiers.

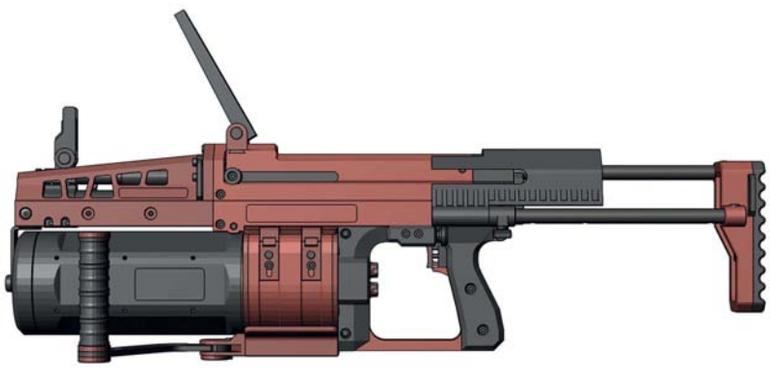
BELOW /An unused pistol concept that Cliff wears it on his chest.

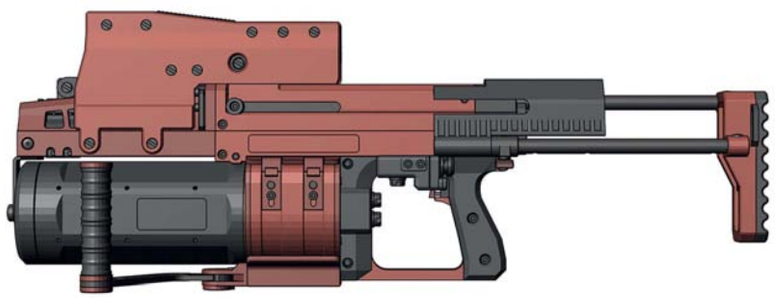
BELOW /Diehardman's Pistol.

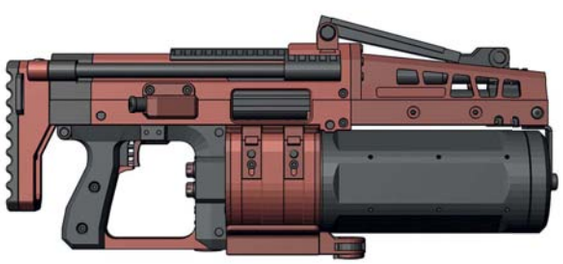
BELOW /Weapons that are not included in the game. A grenade that creates holograms.

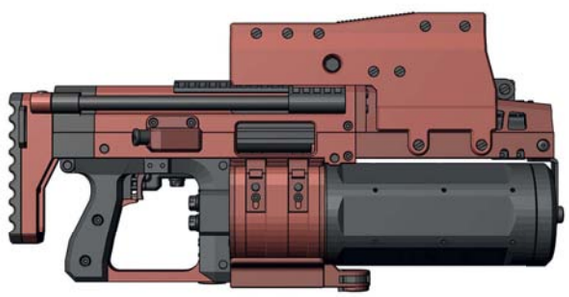


BELOW /Grenade launcher concepts. The store works on the principle revolver, simplifying the reloading process.

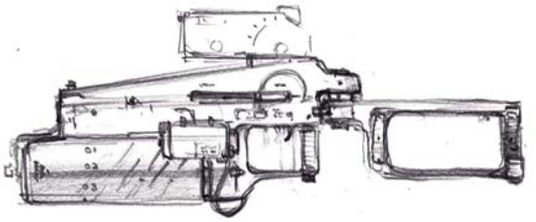


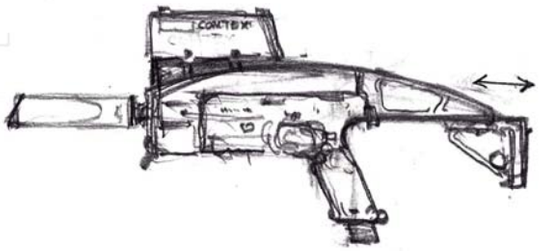


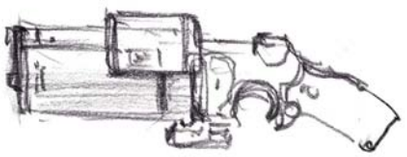




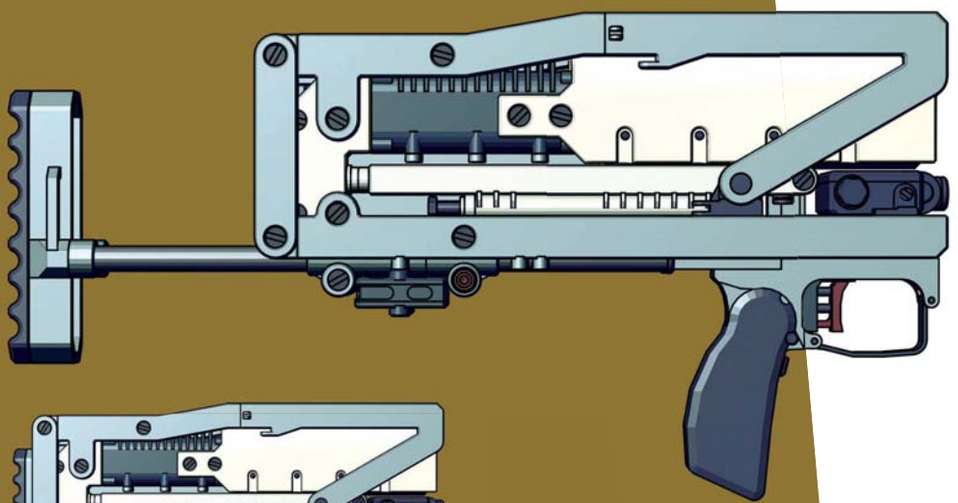
ABOVE AND LEFT / Bolasgan.

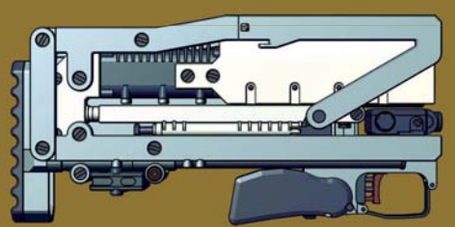




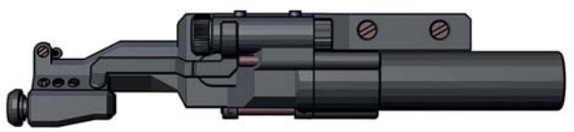


THIS TURN /Design options. Main The requirement for the weapon was to be able to fold it so that it would fit into a shipping container.

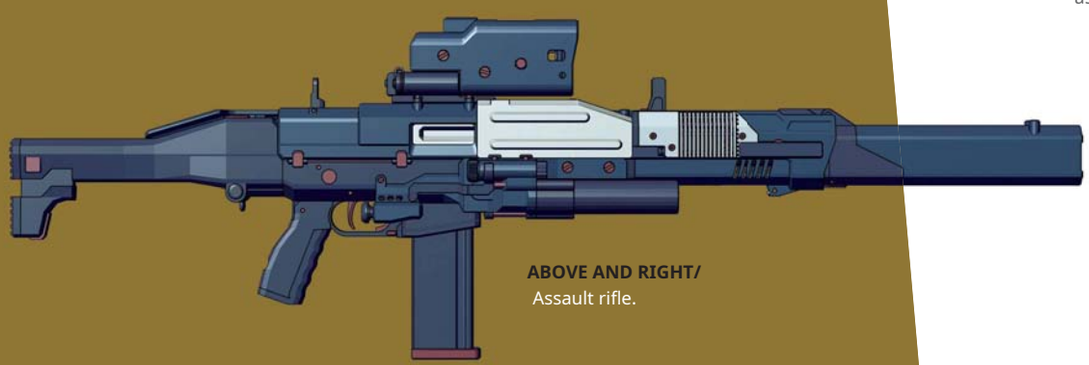




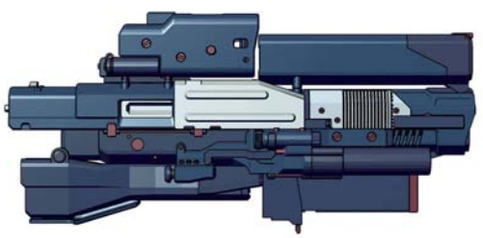
ABOVE AND LEFT / Pistol against Creatures.

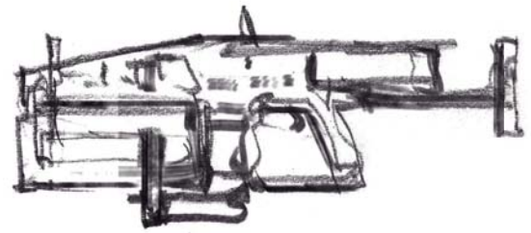


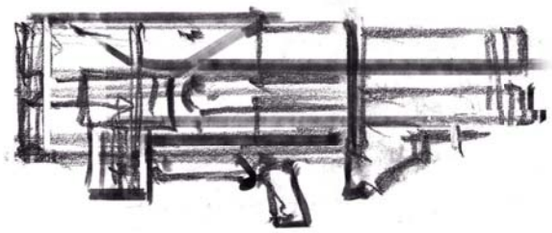
TOP /Under-barrel grenade launcher for installation on an assault rifle.

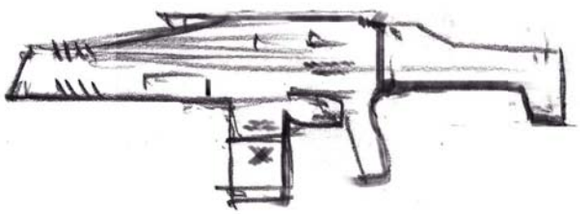


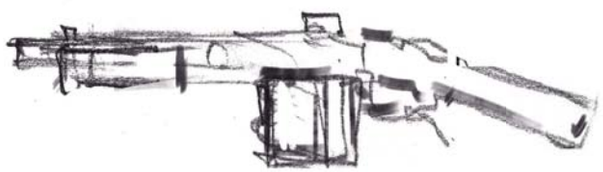
ABOVE AND RIGHT/ Assault rifle.

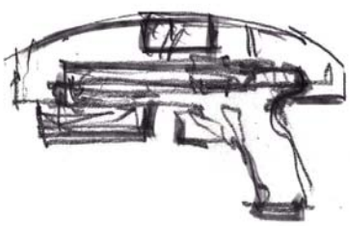


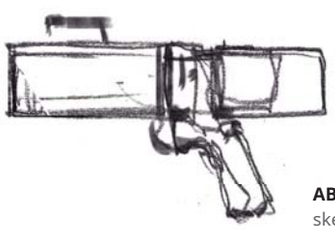




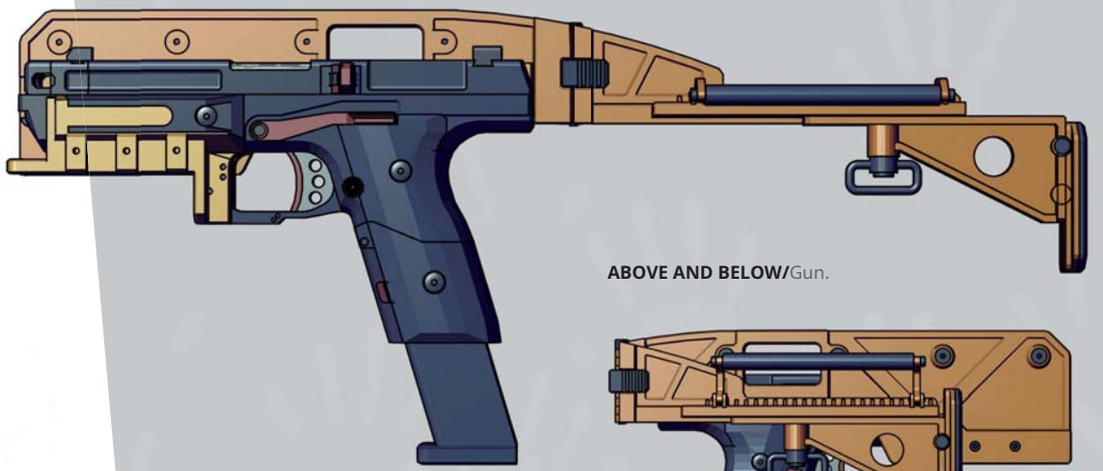




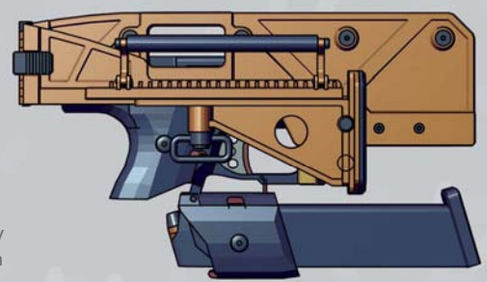




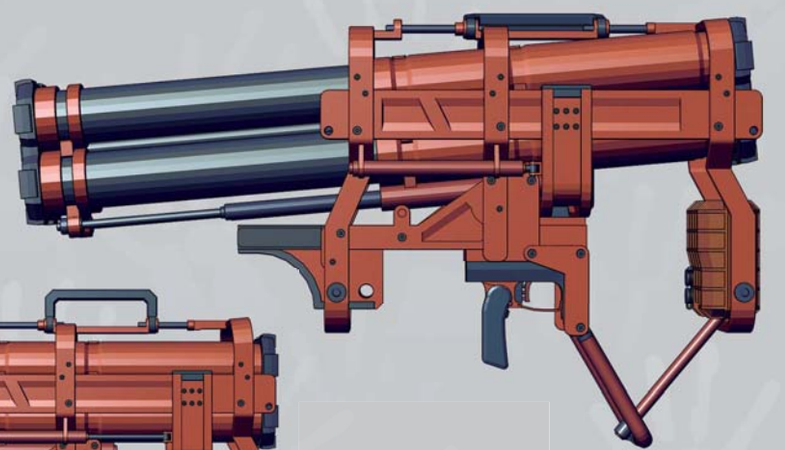
ABOVE AND VERY TOP LEFT / Rough sketches of weapons.



ABOVE AND BELOW/Gun.

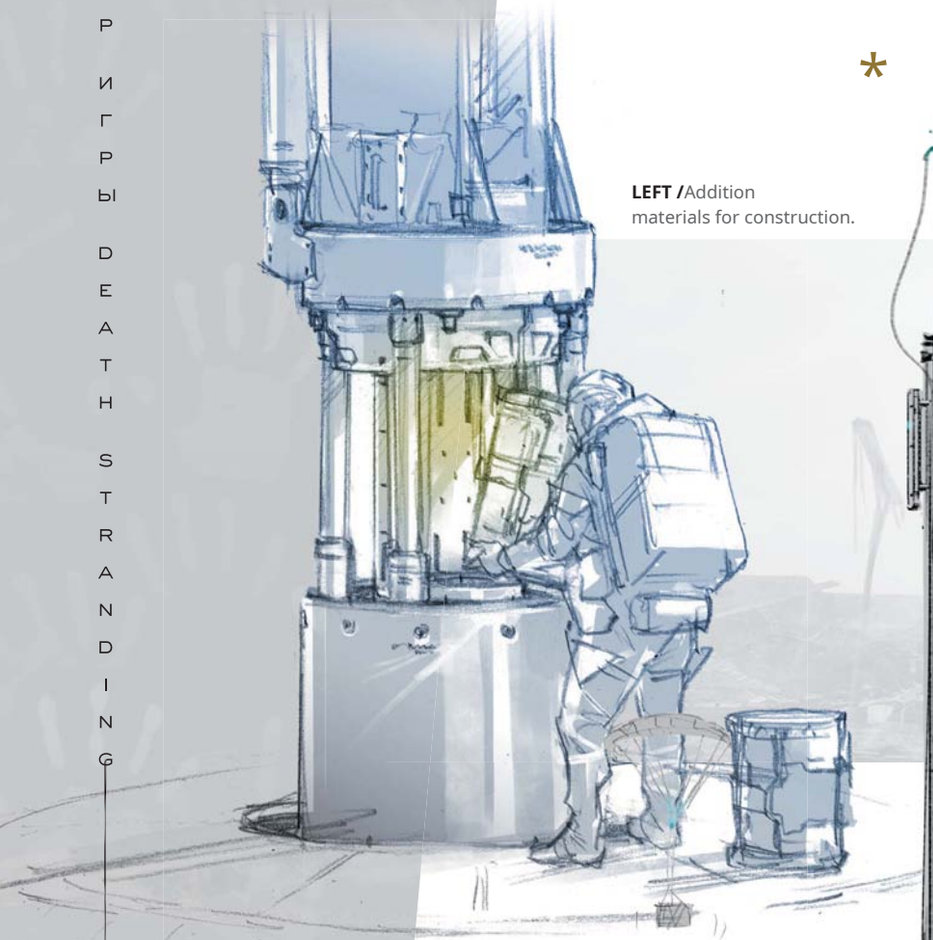


THIS TURN /Necessity Adjusting the size of the folded weapon to the specific parameters set by the dimensions of the container made life much more difficult for the designers.

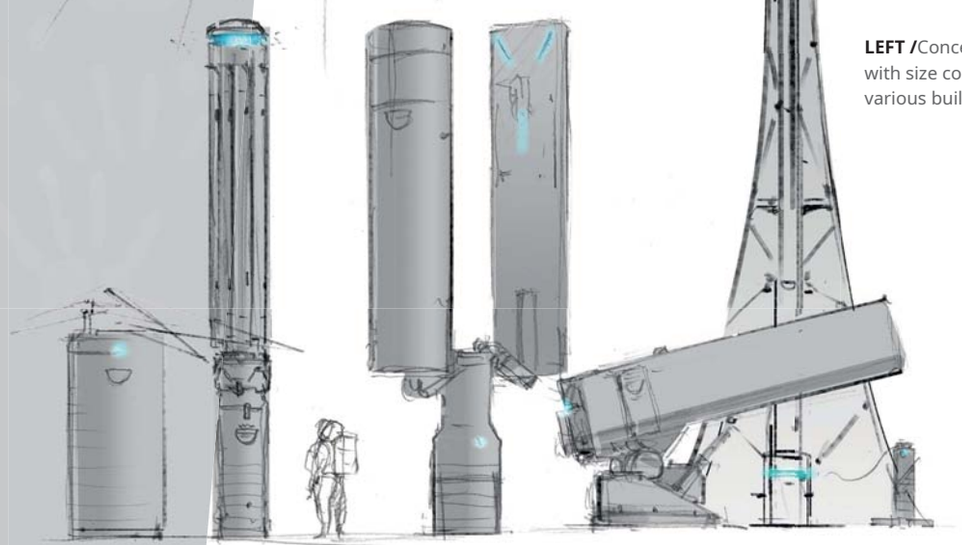


ABOVE AND LEFT /Rocket launcher.

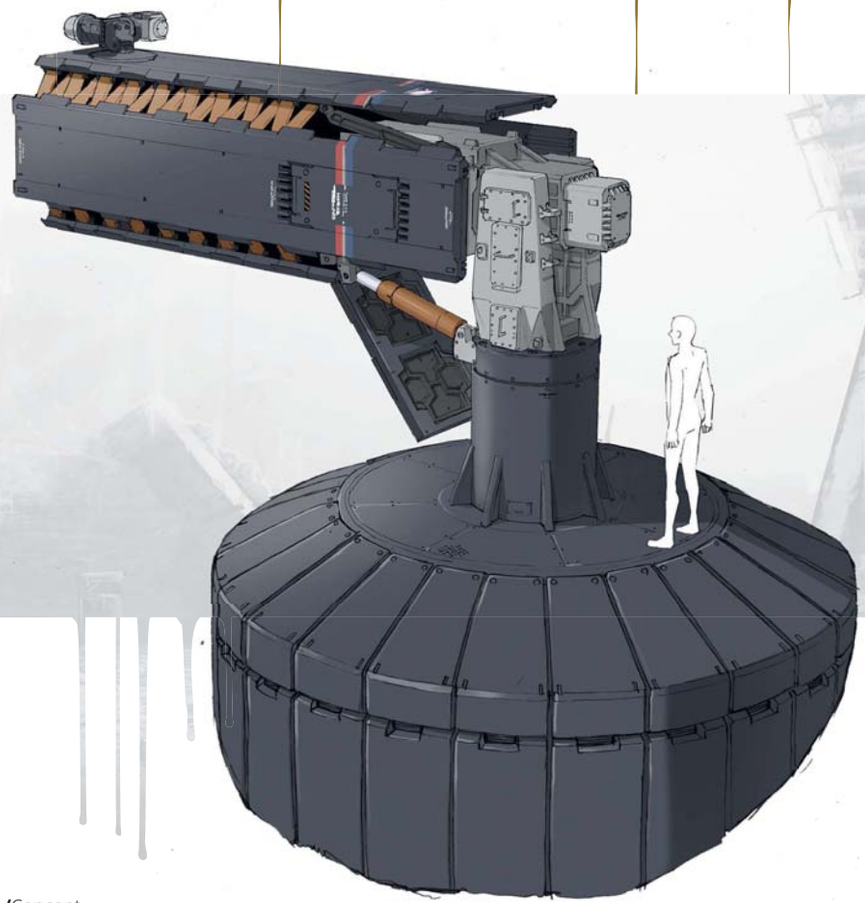
BELOW /Shotgun.



LEFT /Addition
materials for construction.

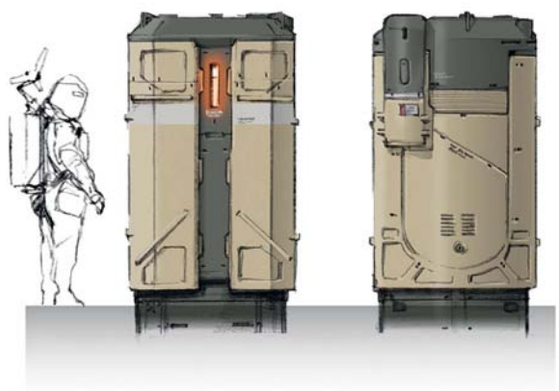


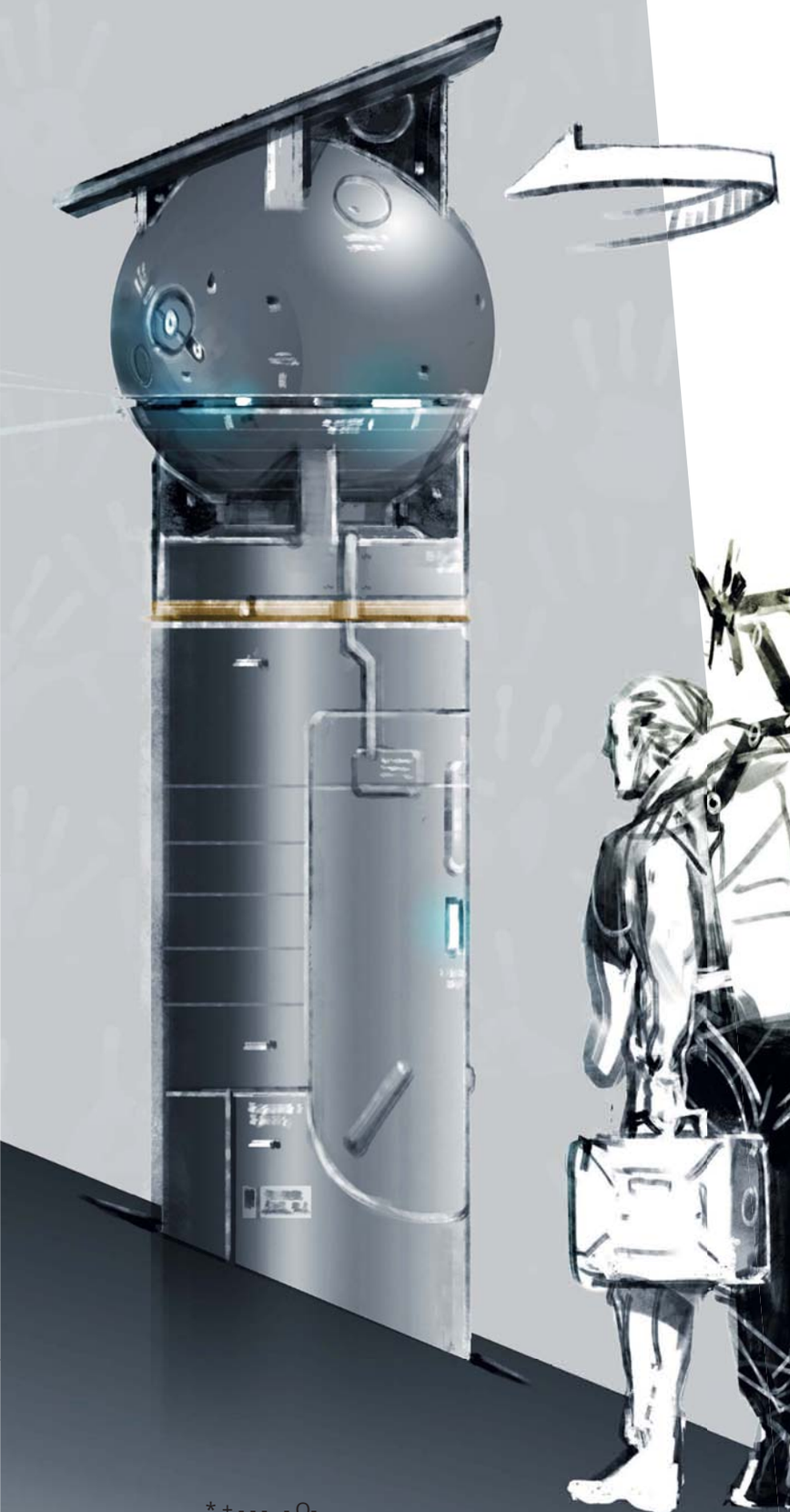
LEFT /Concept
with size comparison
various buildings.

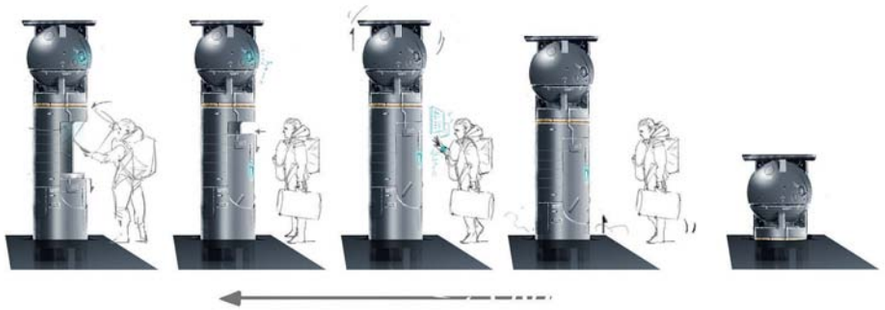


TOP /A catapult that didn't make it into the game.

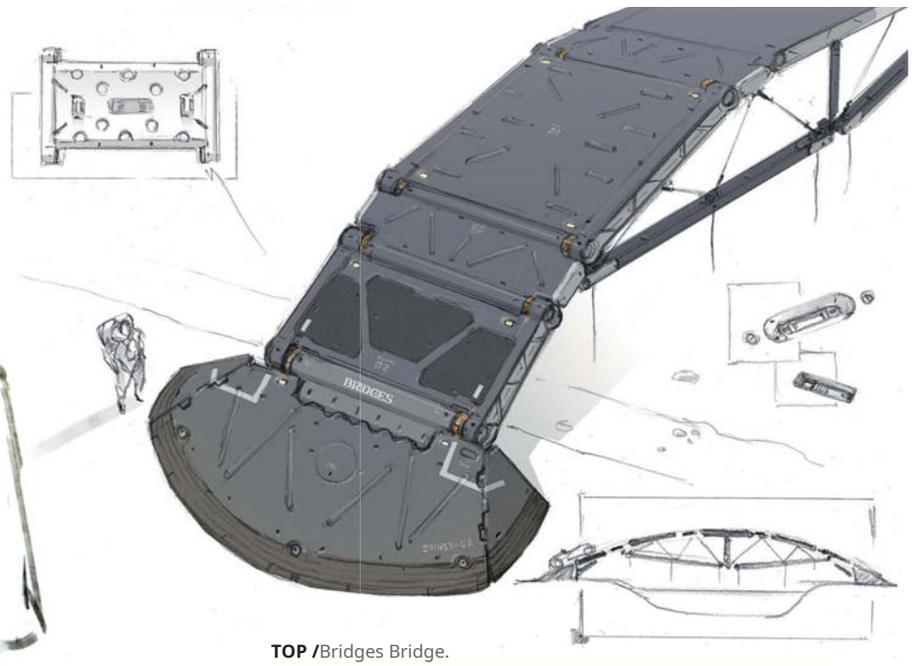
BELOW /MULE mailbox.



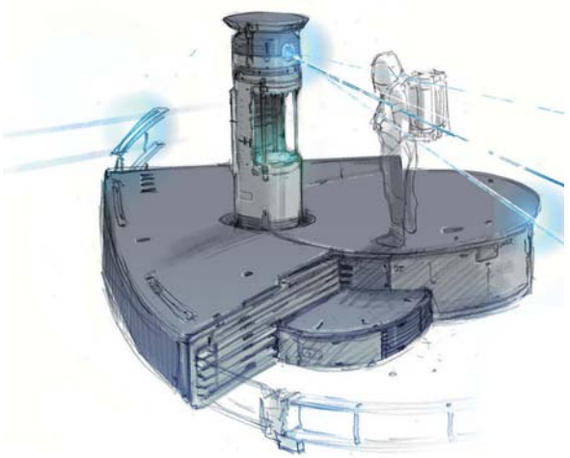


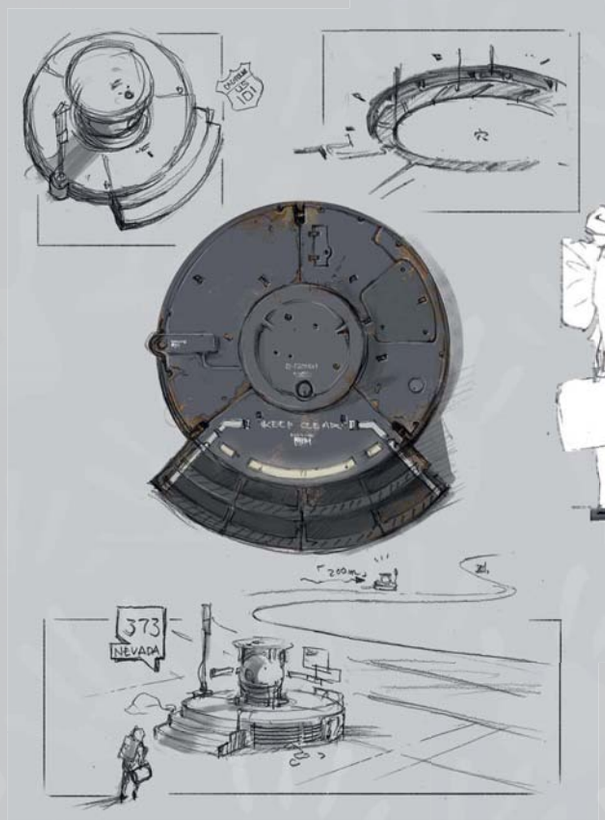


ABOVE AND LEFT /Chiral printer. Its design and behavior were supposed to will be a funny contrast to the hostile surrounding world.



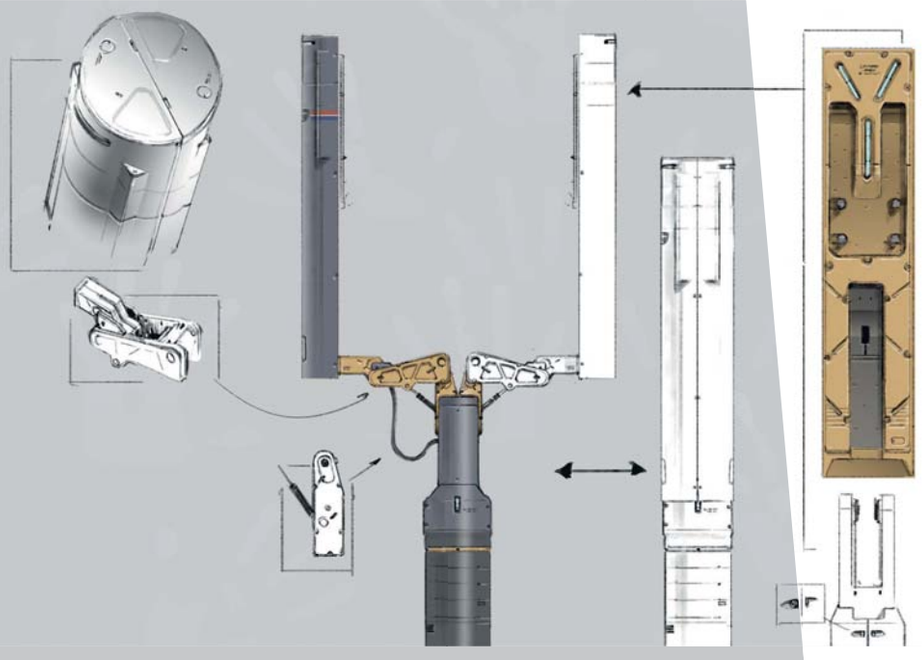
TOP /Bridges Bridge.





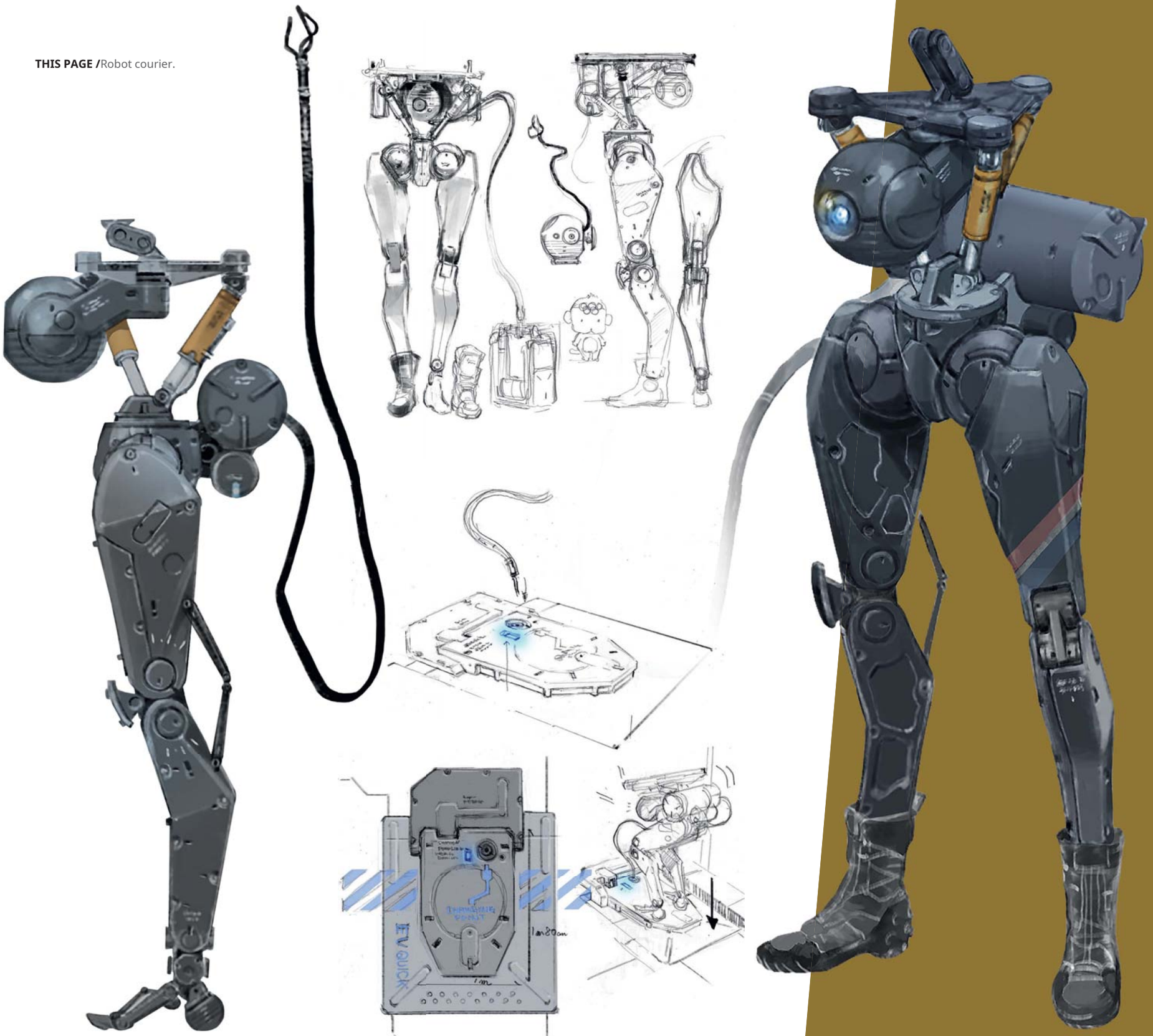
ABOVE AND LEFT /Road builder.

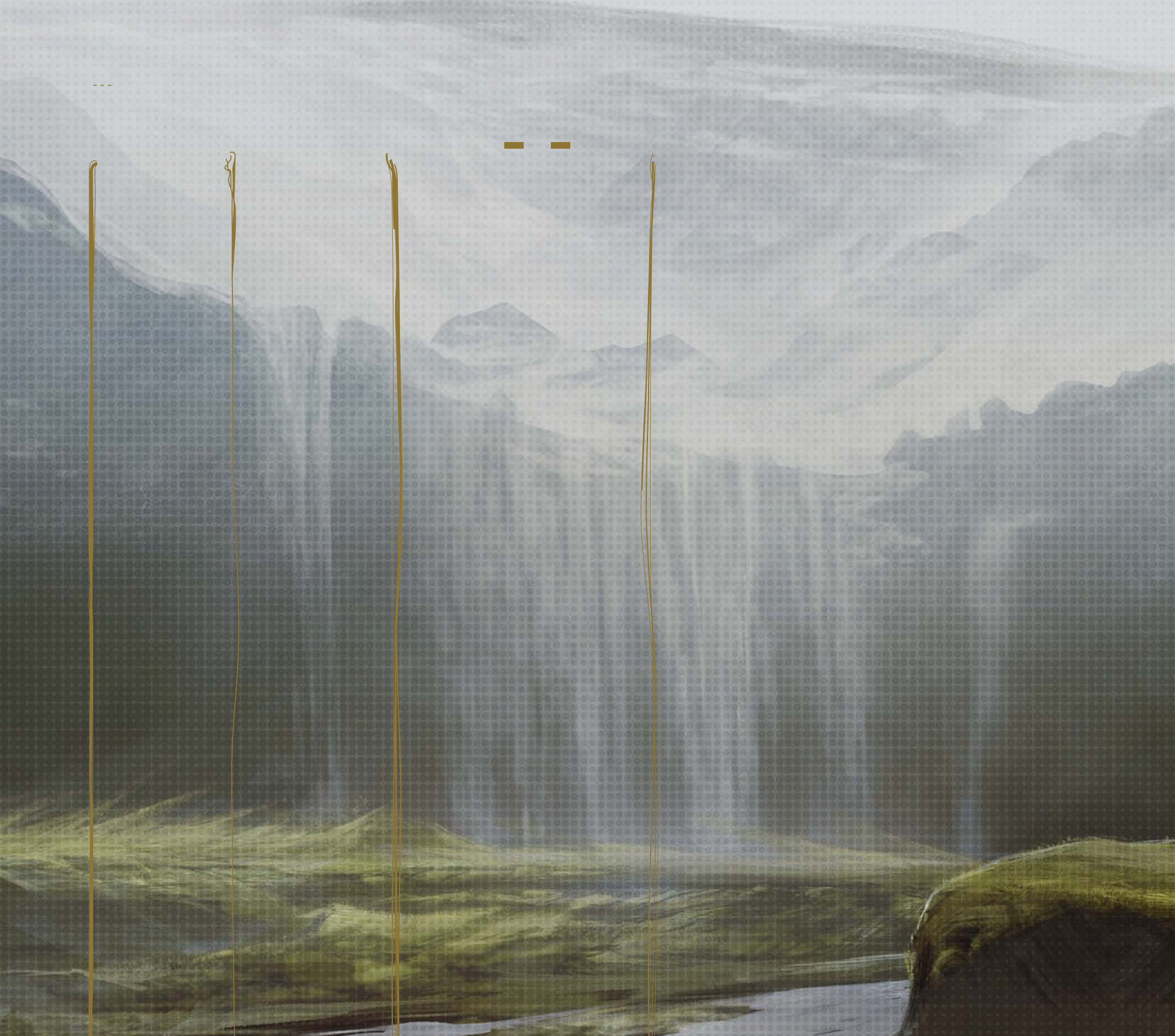
BELOW /Cable support in detail.



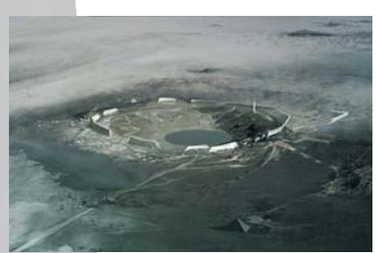
BELOW /Shelter from the temporal rain.

THIS PAGE /Robot courier.



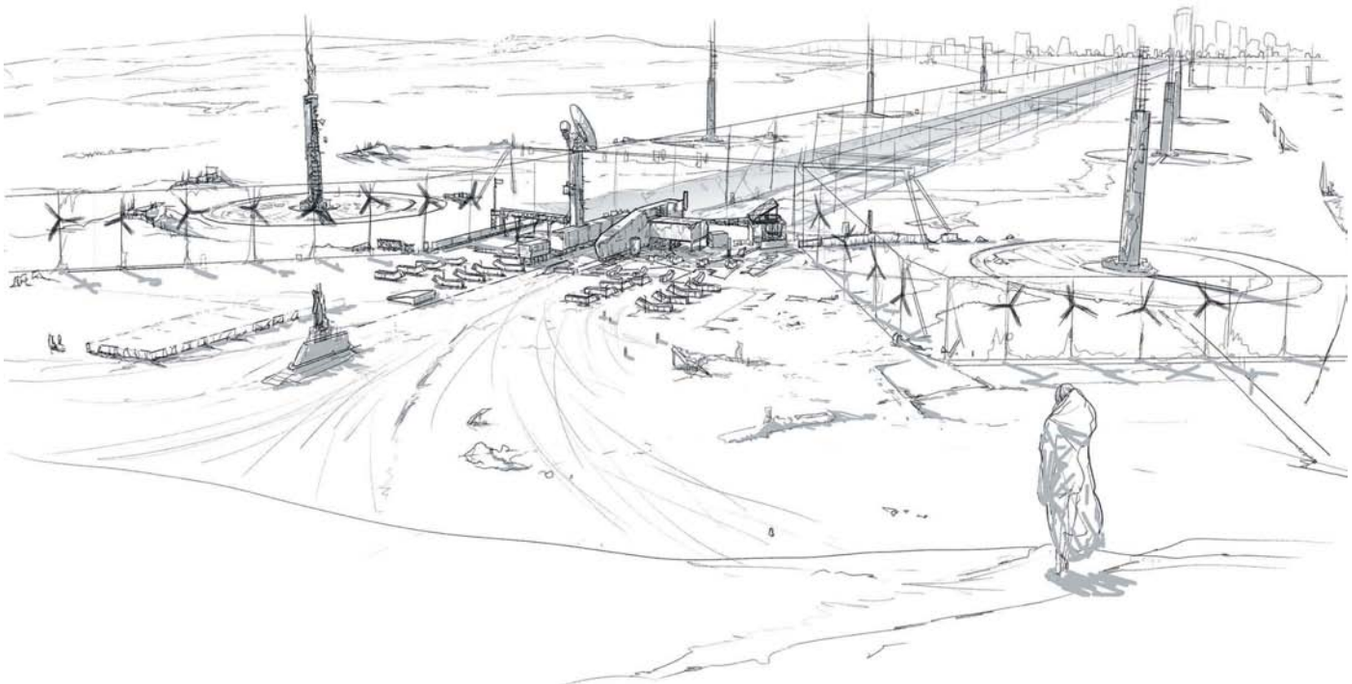


TOP /Early concept of distributors.



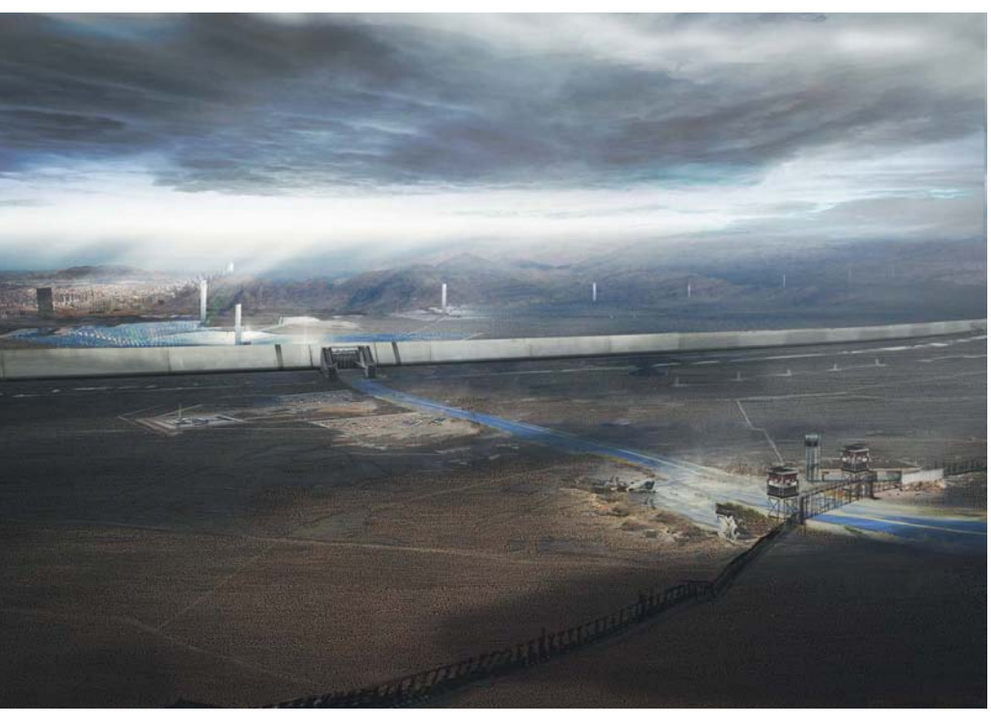
TOP /Examples of what the city could look like from a bird's eye view.

Translated from Russian to English - www.onlinedoctranslator.com



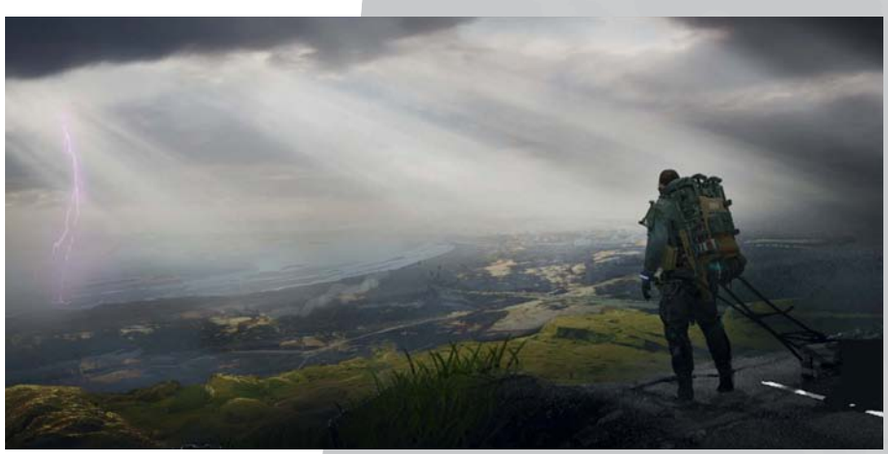
LEFT /Sketch of the road, leading to the city, and a checkpoint on it.

BELOW /Distance examples between the wall, the checkpoint and the city itself.



THIS PAGE AND TOP RIGHT /Concepts of city walls and gates.

BELOW /Concepts of the crater that appeared after the void spilled out in the Central Node.



* - P + 10

TOP /When creating concept art for cities it was especially difficult understand how big they should be, and also maintain a balance between habitability and desolation. After all, despite the fact that these places are inhabited by people, the latter prefer not to take risks and spend most of the time in their homes, not communicating with each other.

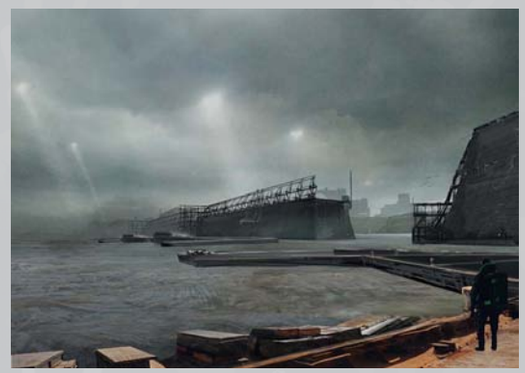
THIS PAGE /Early concepts of Bridges' headquarters, surrounded by the ruins of the city.

THIS TURN /Various concepts city walls and nearby buildings.

BELOW /The first concepts of cities. A civilization desperately tries to survive, clinging to the remnants of its past.

TOP /It was decided to visually highlight the distributors in large cities by adding a large architectural element to their structure.

* 3 + 10

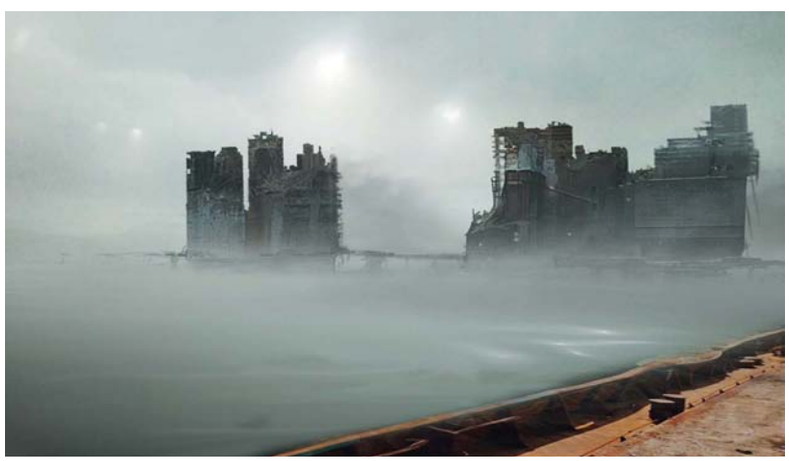


LEFT /Already in the early stages of development it was It was decided to use in the surroundings a large number of buildings and structures typical of a port city, hinting at its former greatness.

THIS PAGE /Different variants of urban walls, experimenting with height, length, etc.

TOP /The final concept of the Port Hub.

BELOW /Abandoned buildings in the middle of a lake formed on the site of a crater.



TOP /Concepts for fighting the Creature in Port Knot.
BELOW /Early concept art showing MULEs using discarded ashore tanker as a base.

TOP /The final concept of the Lake Knot.

BELOW /An early concept for the wall around Lake Knot.

TOP /The port built inside the tunnel is a feature of the Lakes Knot architecture.

THIS TURN /The walls of each of the city-nodes have their own color and/or a special texture to make them easier to distinguish from each other.

BELOW /Port in the tunnel of the city of Lake Knot.

THIS TURN /Concepts for entering the Lake Knot port.

K6
SOUTH
Knot City
UCA-27-141
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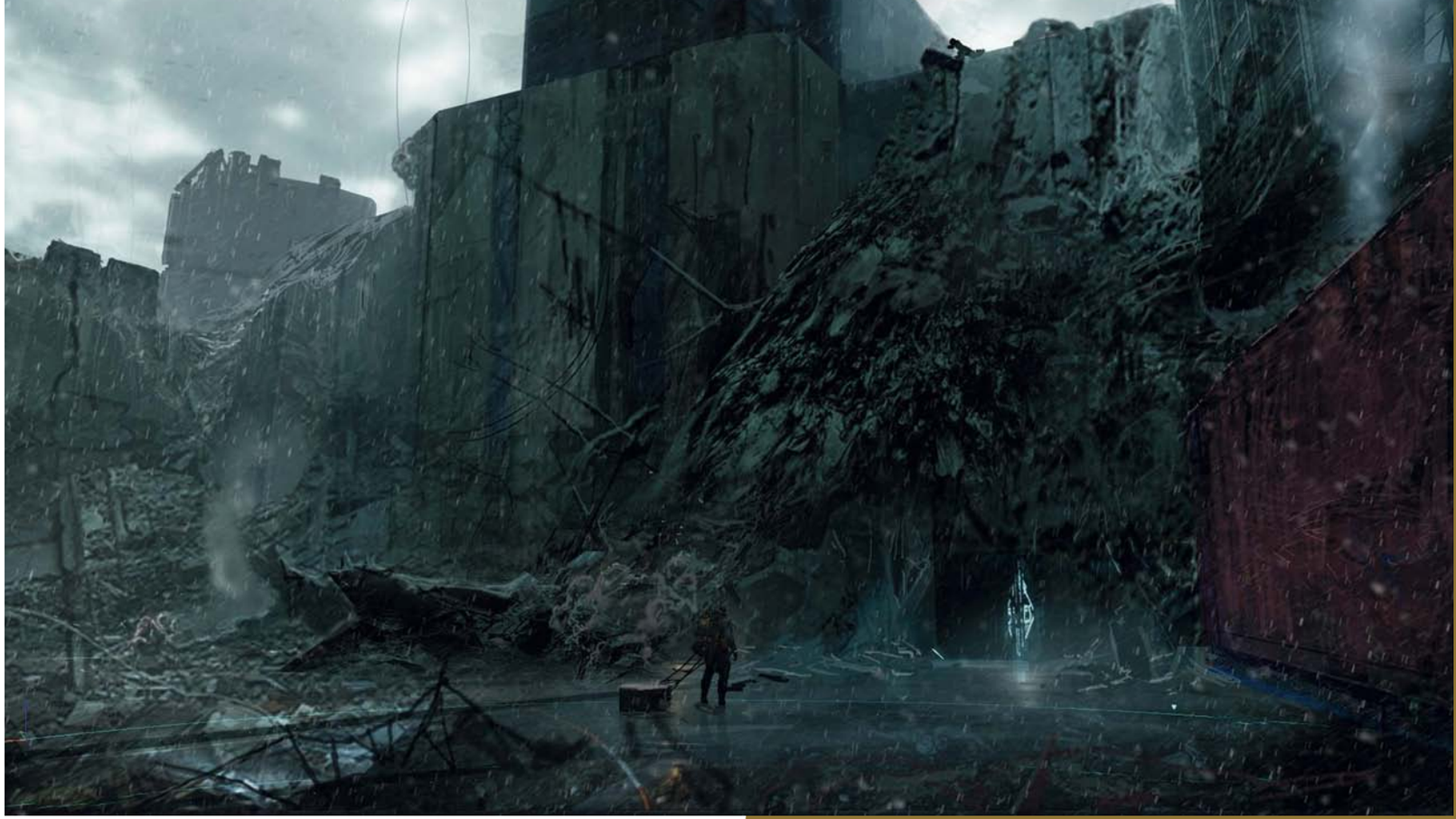
TOP /Panorama
The edge node, opening from the Tar Belt.

THIS PAGE /Early a concept experimenting with the scale of buildings in the Edge Knot city.

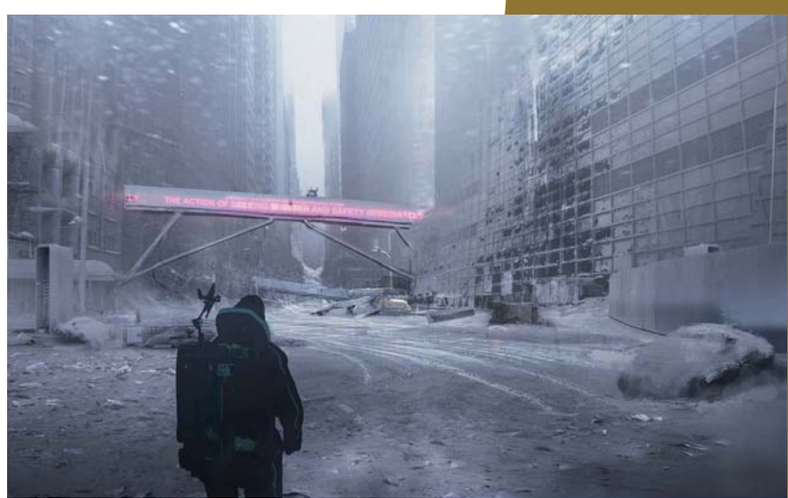


ABOVE AND LEFT /Inner Neighborhood Concepts cities close to the final version.

BELOW /A very early sketch of the Edge Knot.

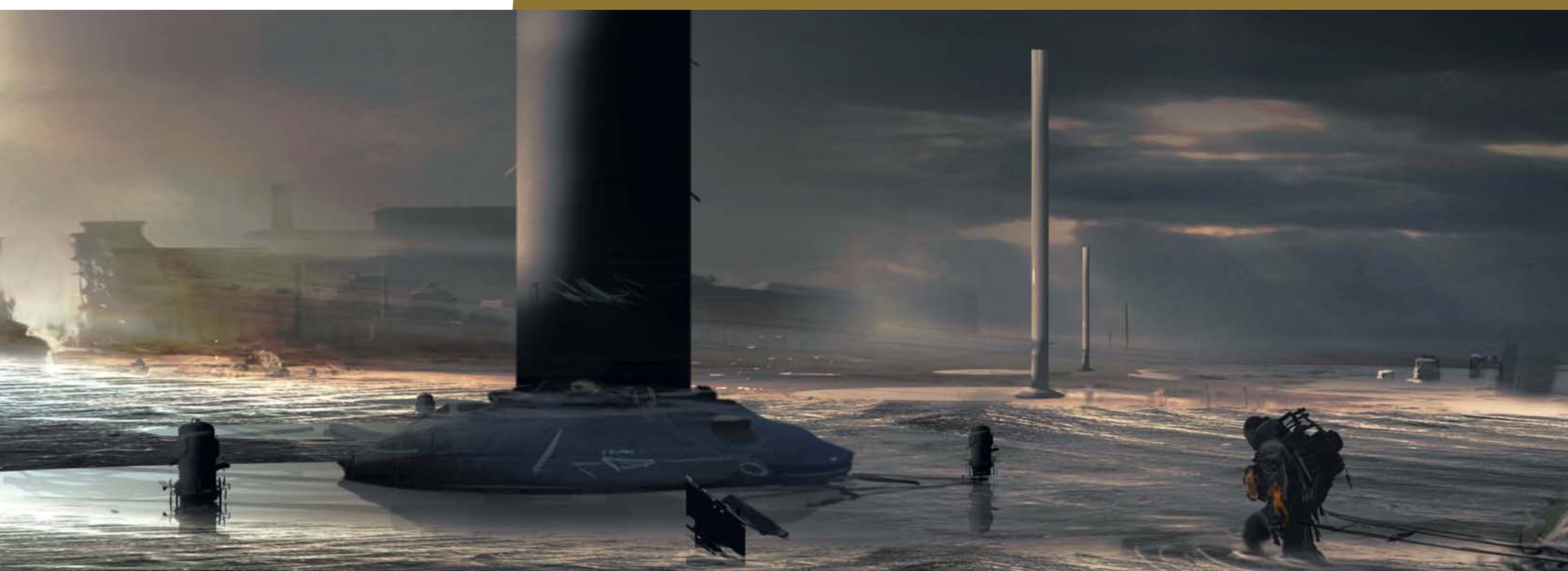
THIS PAGE /Various entry concepts that, In fact, it is a destroyed part of the city wall.

THIS PAGE /Edge knot from the inside. Standing at the entrance, you can see only destroyed streets littered with debris.



ABOVE AND LEFT /Ruins of the Edge Knot.

BELOW /Edge Node. Early concepts show a flooded headquarters near its walls, abandoned members of the first Bridges expedition to the West.

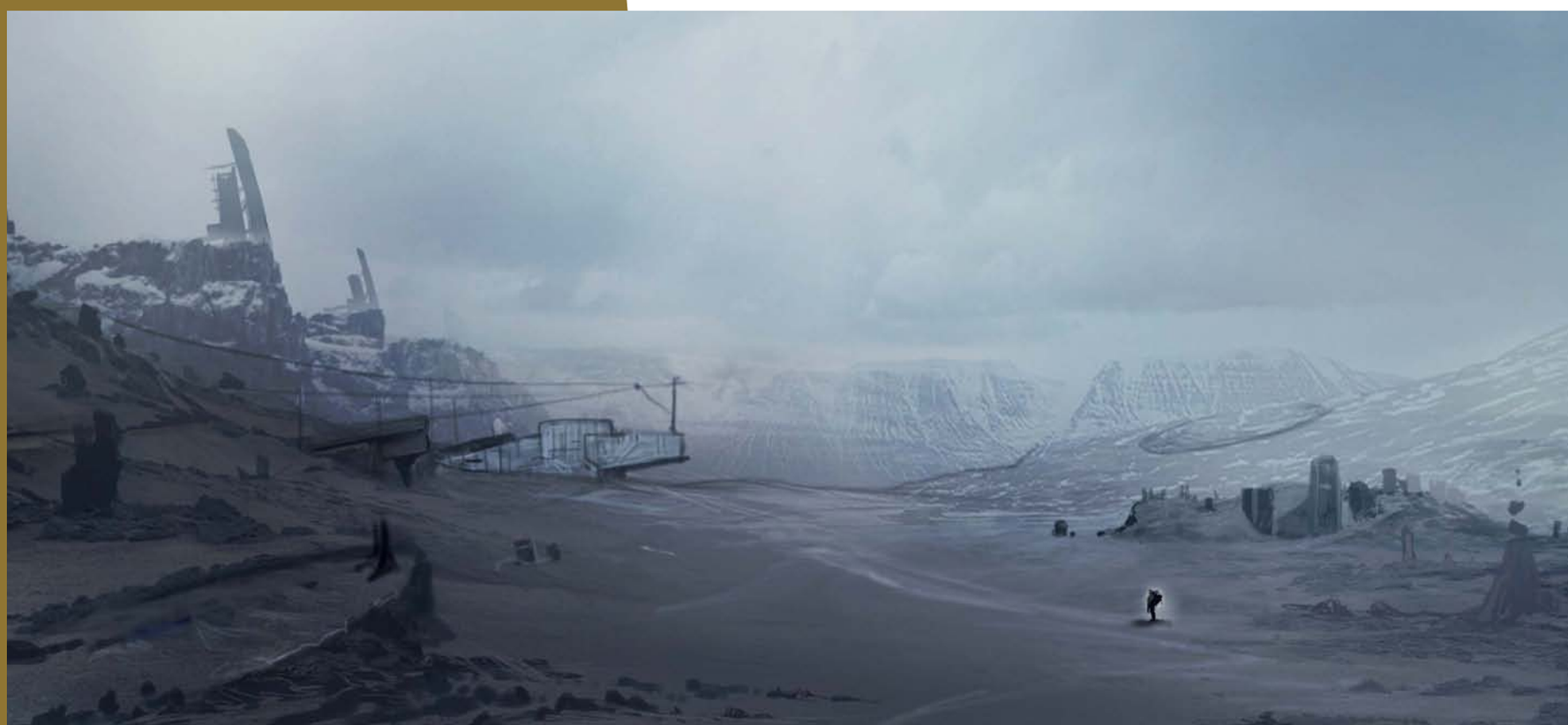


THIS TURN /Concepts for fighting Creatures in the city.

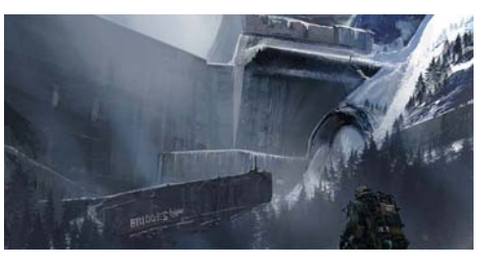
THIS PAGE /Hound Knot ConceptsHound Knot City), which was completely destroyed by the void burst. Over time, the city's name disappeared from the game, but its ruins can still be found near the old shopping center.

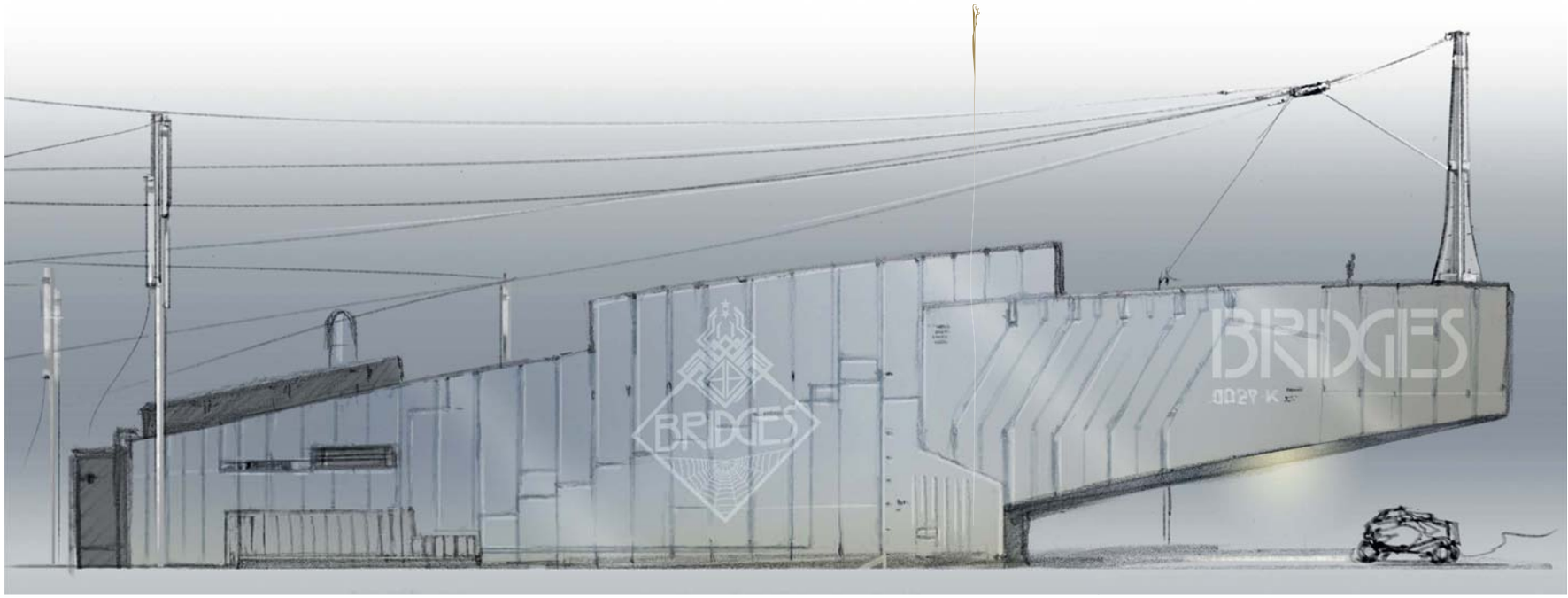
ABOVE AND BELOW /Unused Bridges trailer parking concepts.

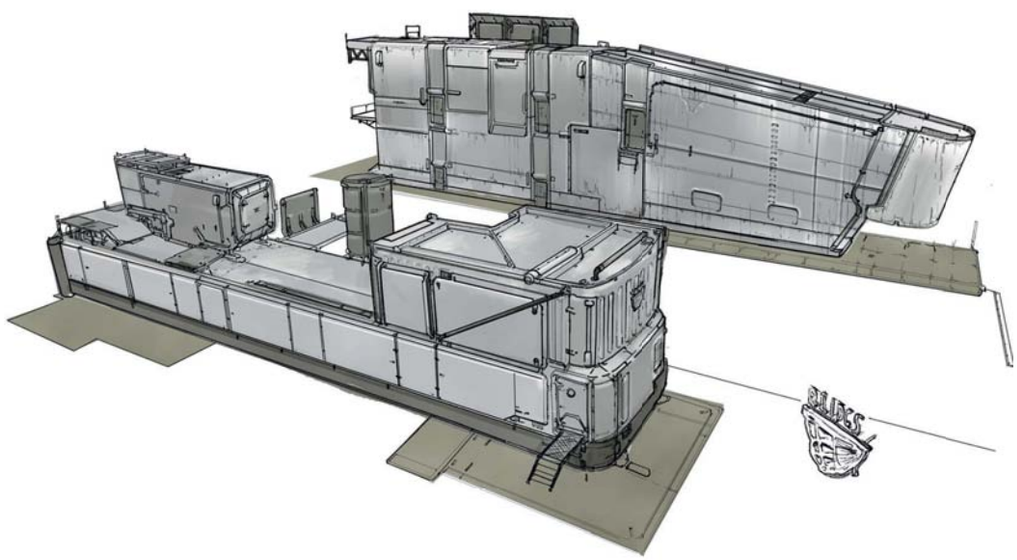
POLICE

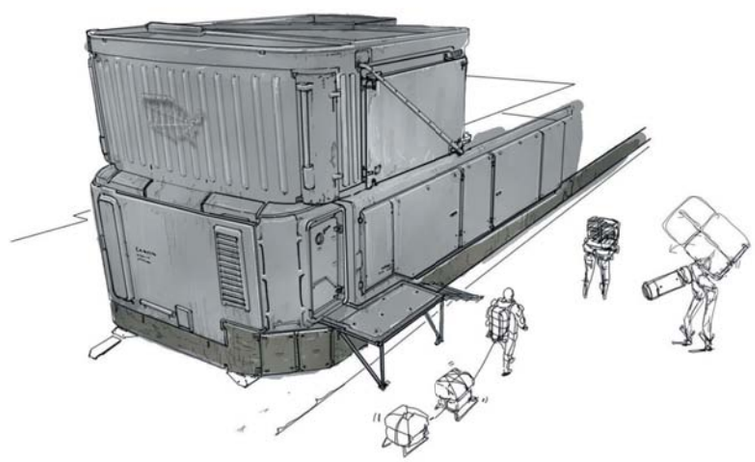


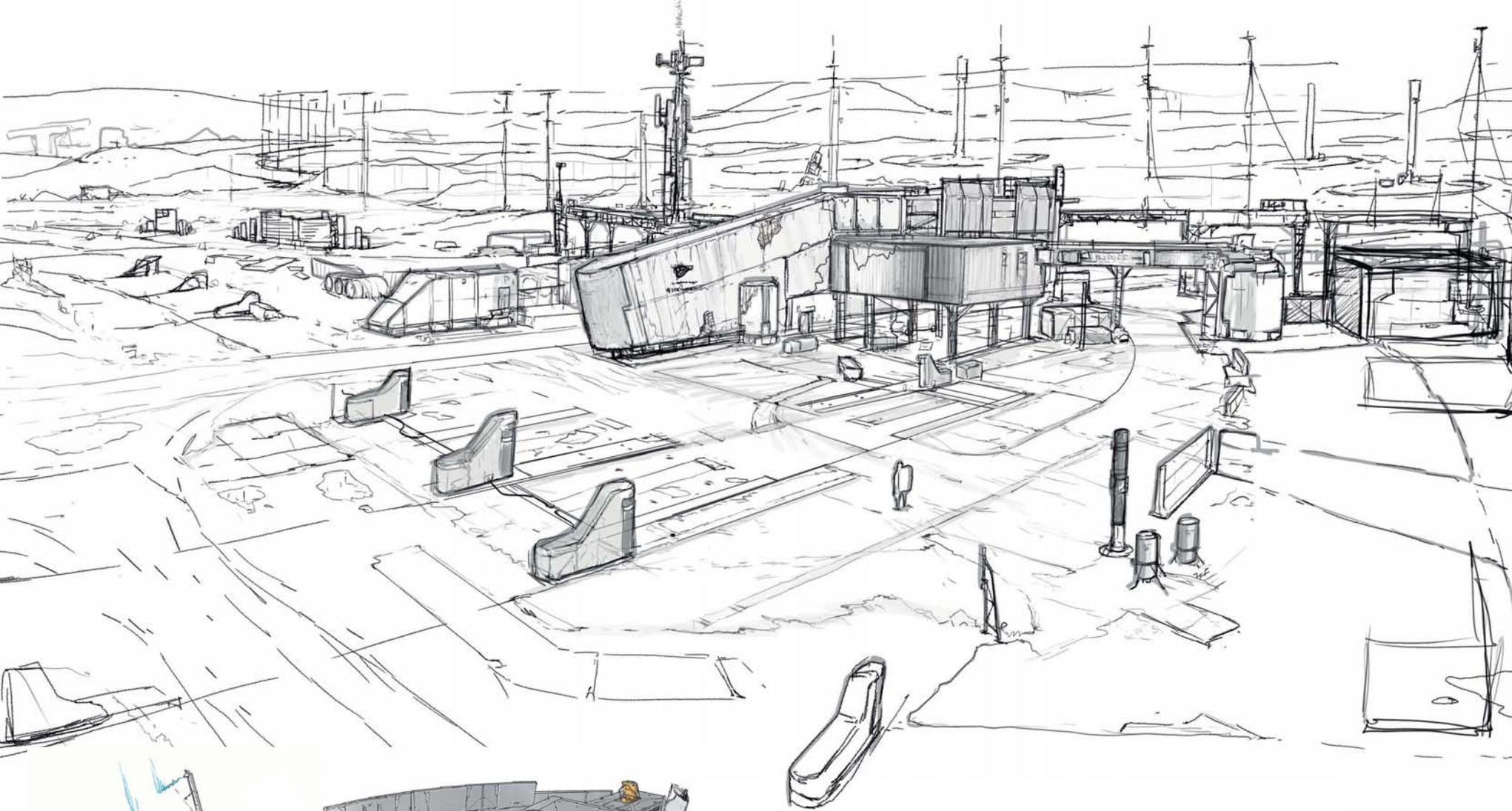
THIS TURN /Unused Mountain Knot concepts.

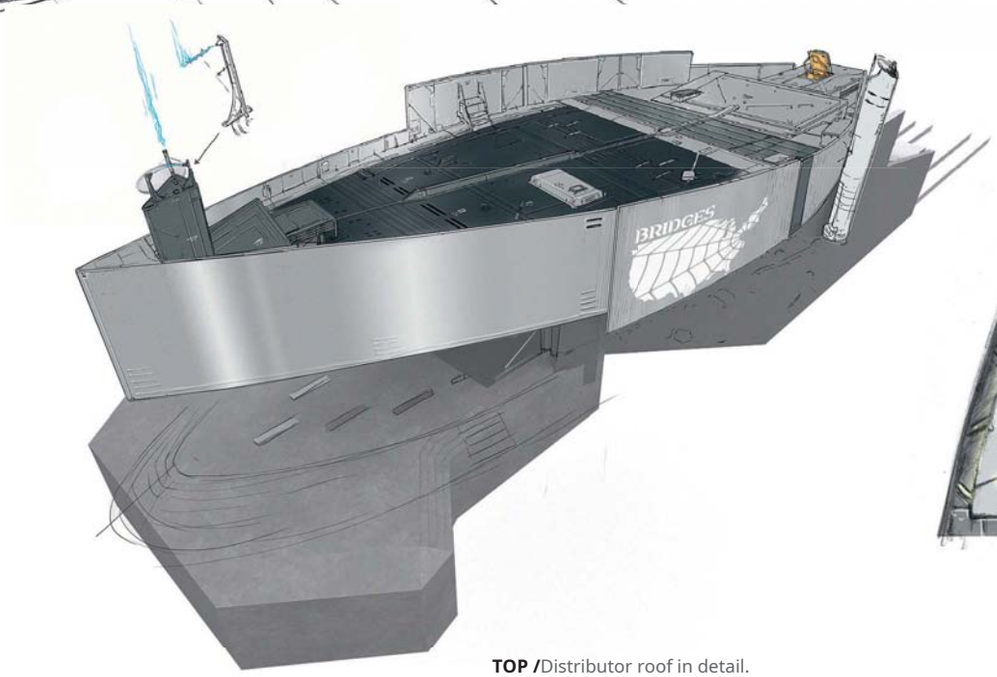


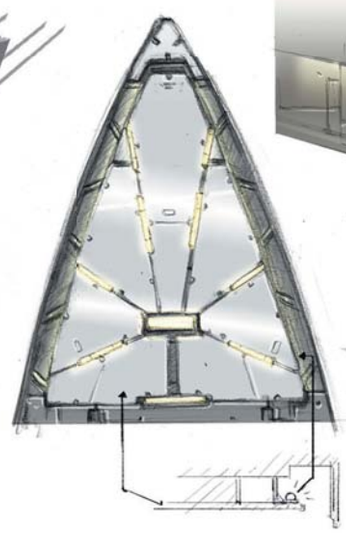

BRIDGES
BRIDGES

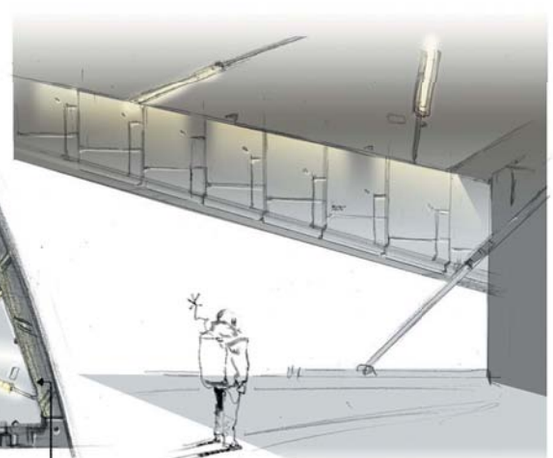

BRIDGES









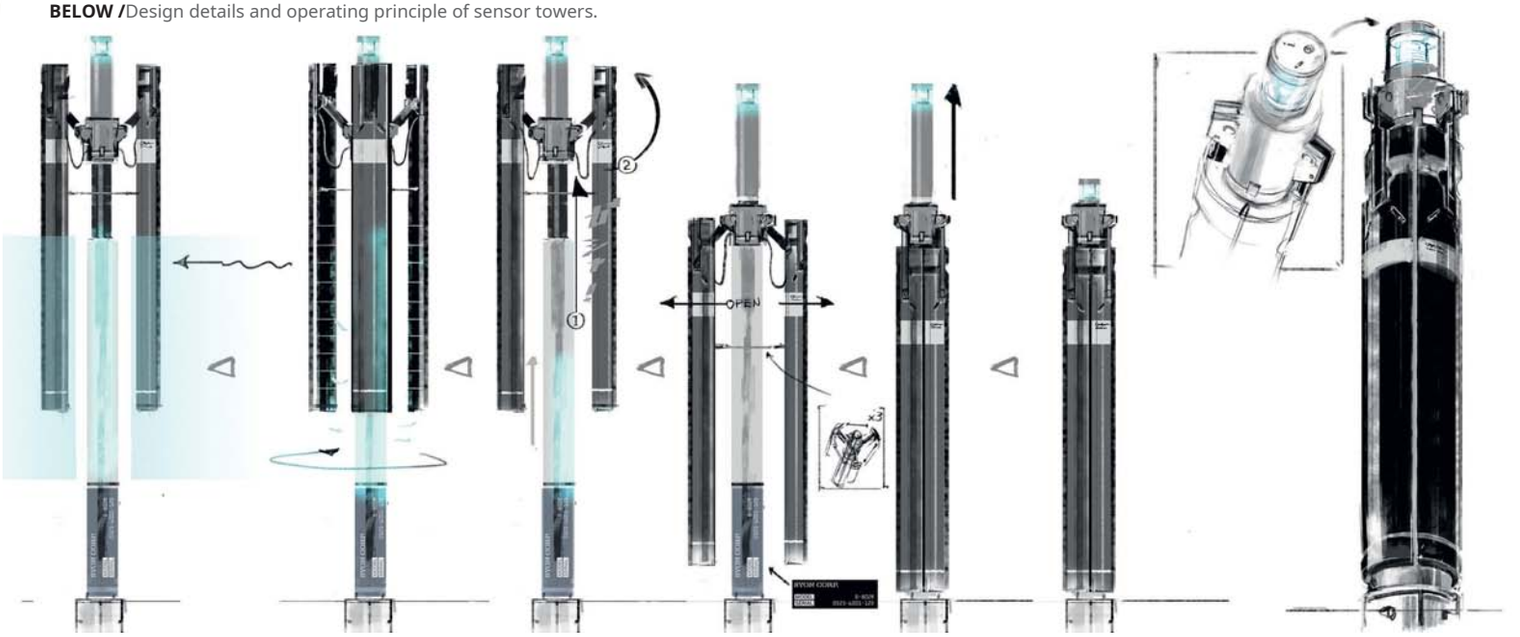


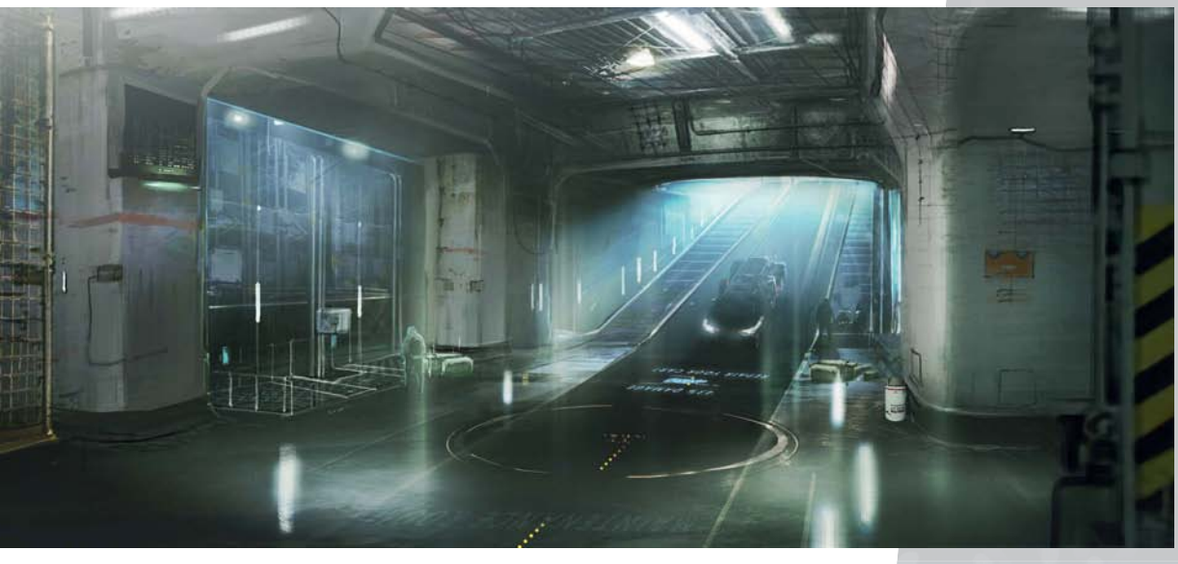
TOP /Distributor roof in detail.

- * -

TOP /Different options for how transparent walls can be displayed in the game. Such Thus, the developers decided to abandon the standard fences in favor of a better view.

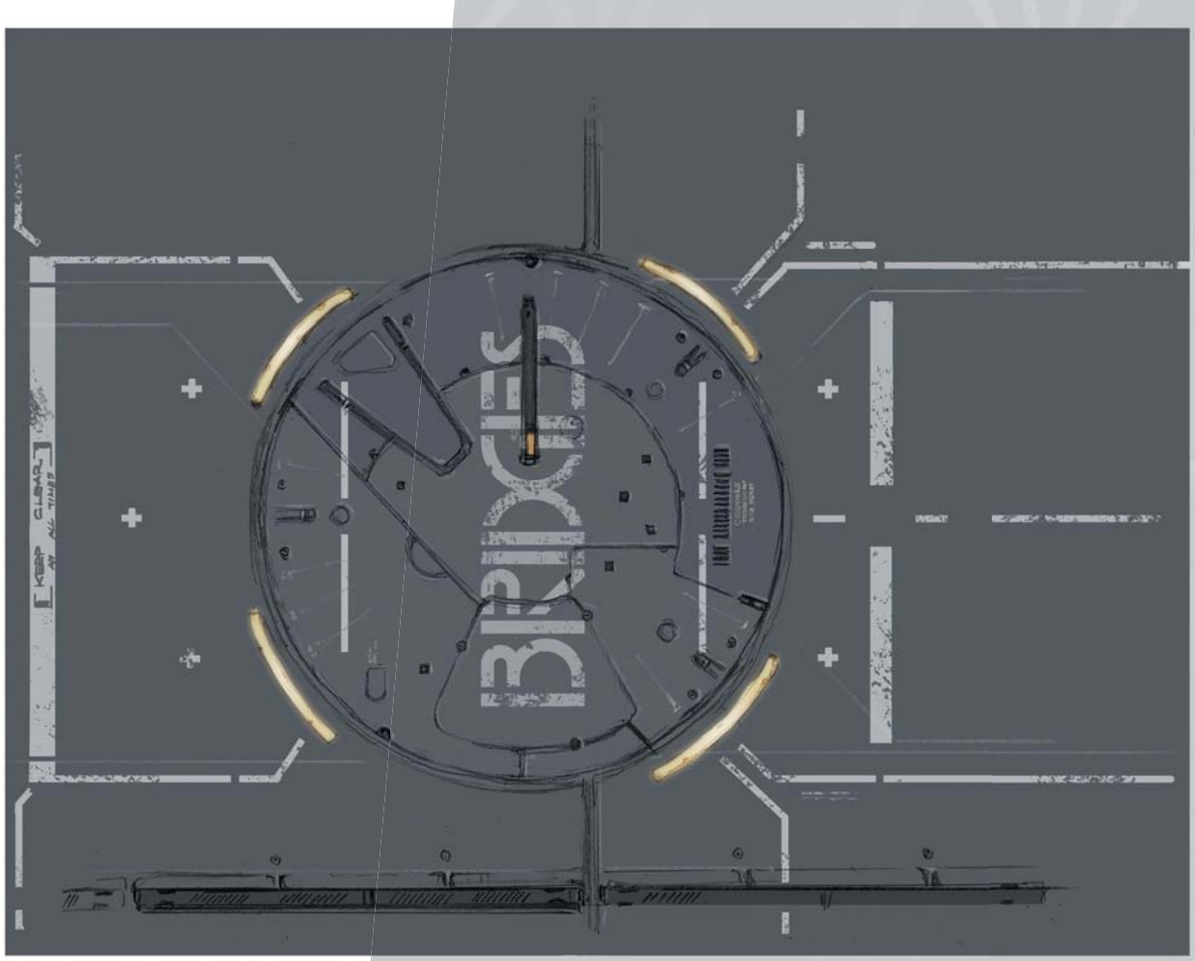
BELOW /Design details and operating principle of sensor towers.



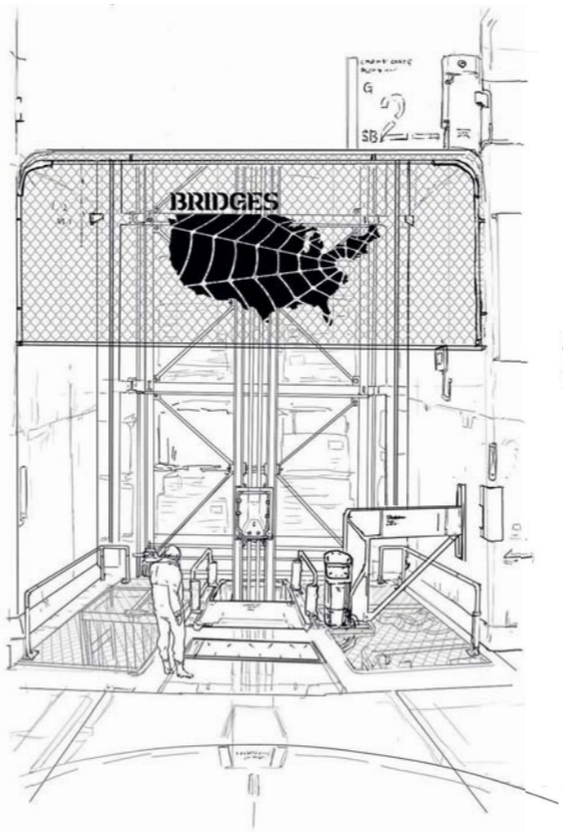


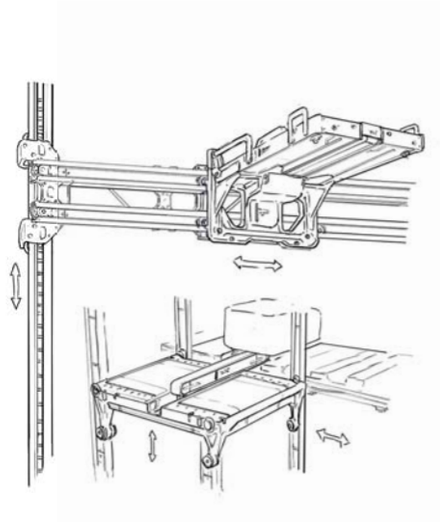
TOP /Early concept of the distributor interior.

TOP /Final concept of the interior of the distributors.



RIGHT /Elevator platform nearby.



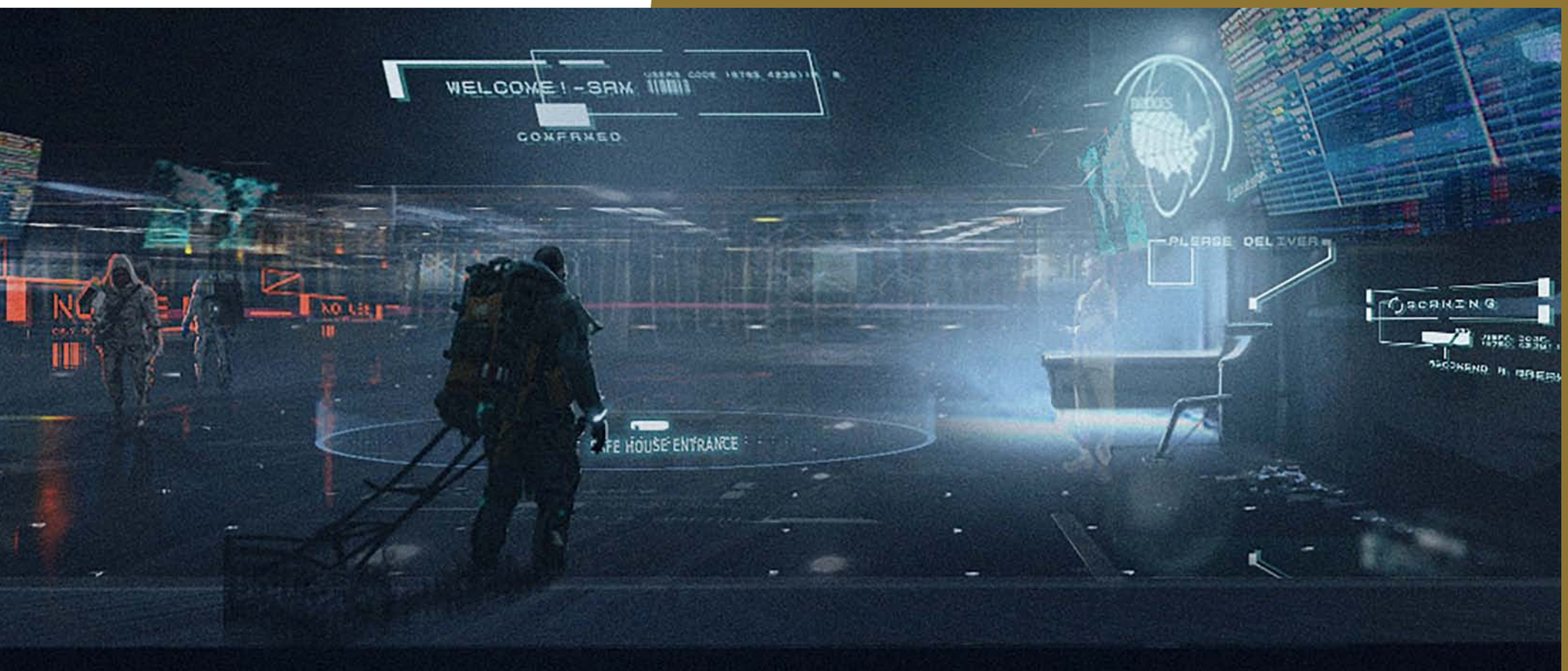


TOP /Concept of the system belt conveyors.

BELOW AND LEFT /Concepts cargo compartment of distributors.

TOP /Unused cargo rack concepts.

BELOW /Lighting and visual display concept art information inside the distributors.



THIS TURN /Early concepts depicting
Cliff and his wife.

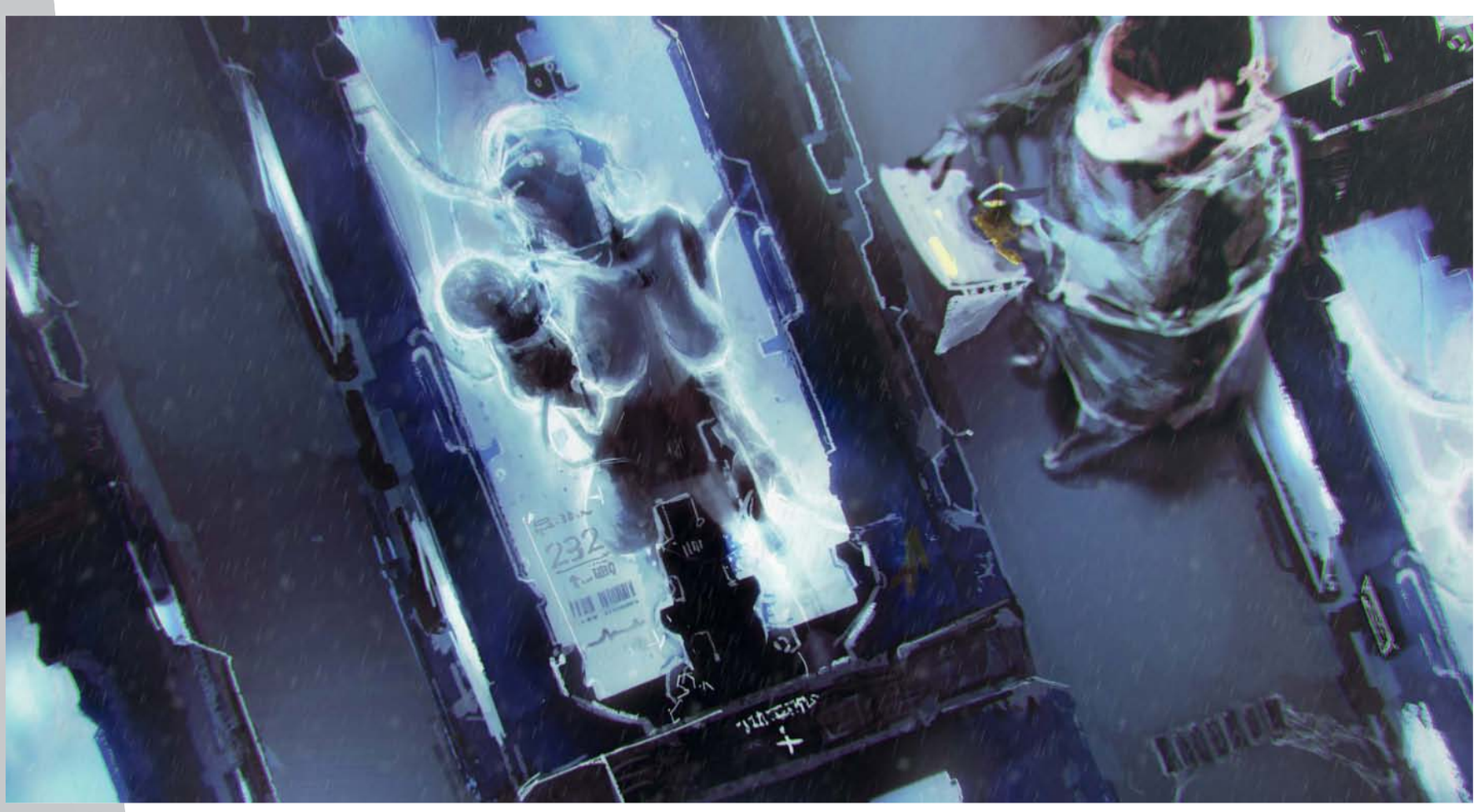
THIS PAGE /Concepts, experimenting with the viewing angle in the flashback.

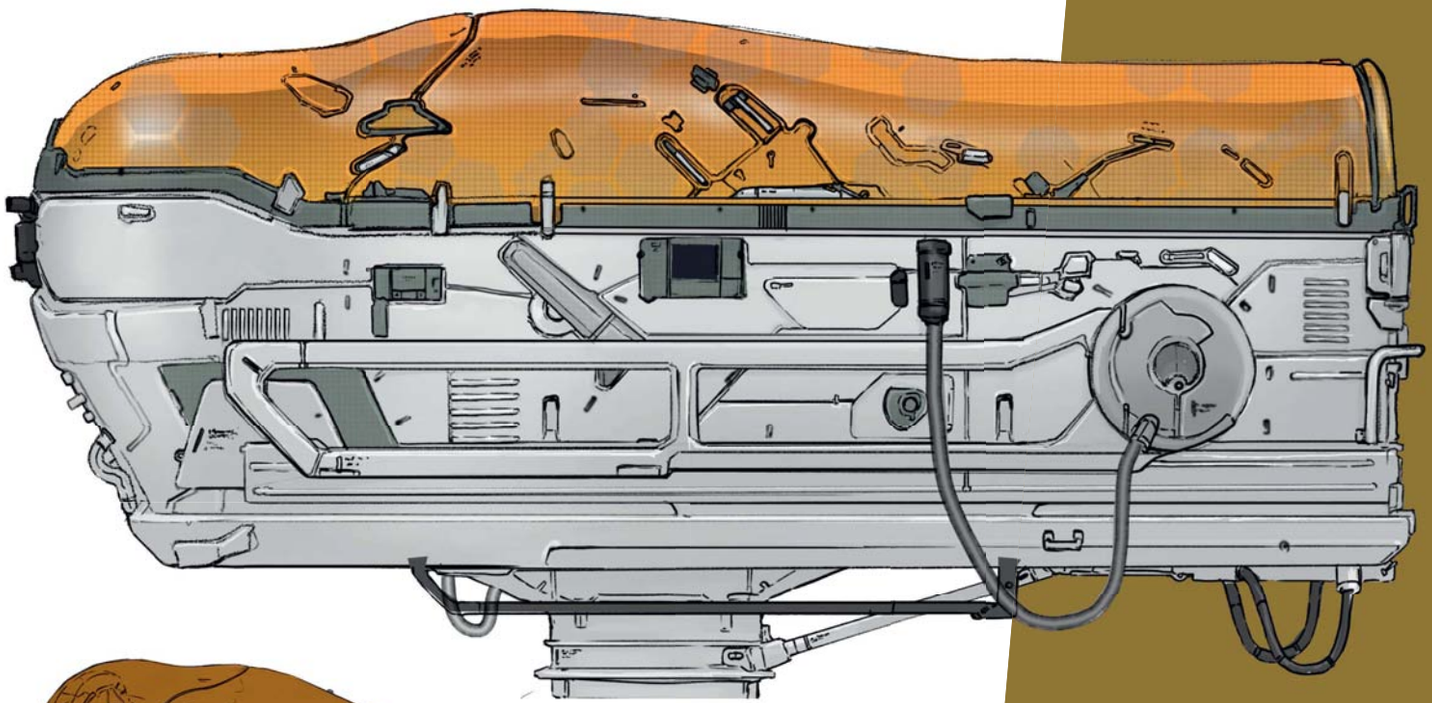
LEFT AND RIGHT /Concepts close to the final version.

TOP /Concepts for one of the game's cutscenes.

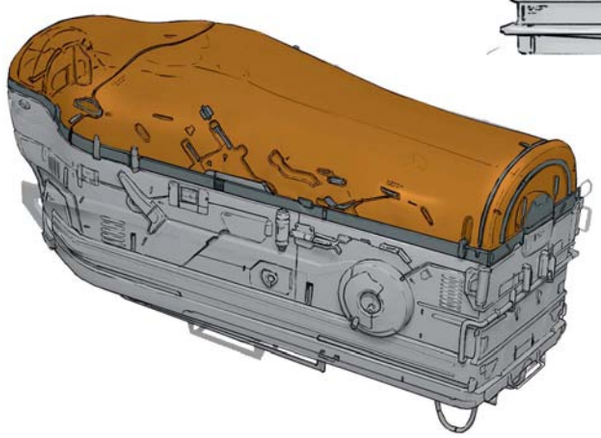
BELOW /Unused concept of necromata.

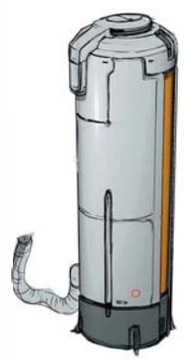
THIS PAGE /Early concepts of necromata.





ABOVE AND LEFT /Final concept of necromothers.



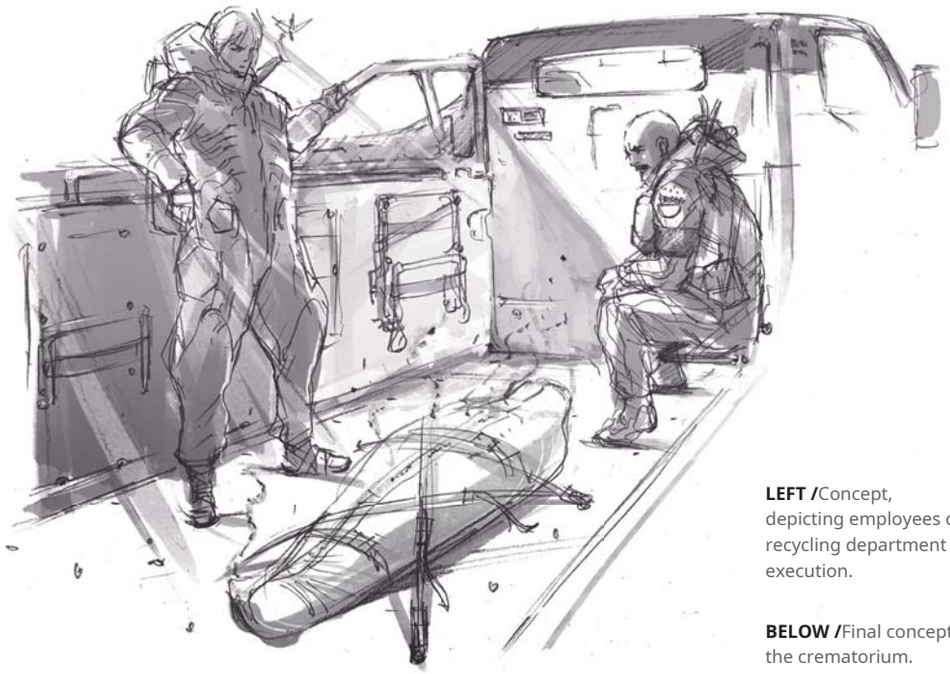


BELOW /Design options for the chambers of necromothers.

THIS TURN /Because of destructive consequences the effects of death in this world of dying people are kept in special insulators on the outskirts cities.

- O &*

THIS PAGE /Various options for the facade of insulators and their lighting.



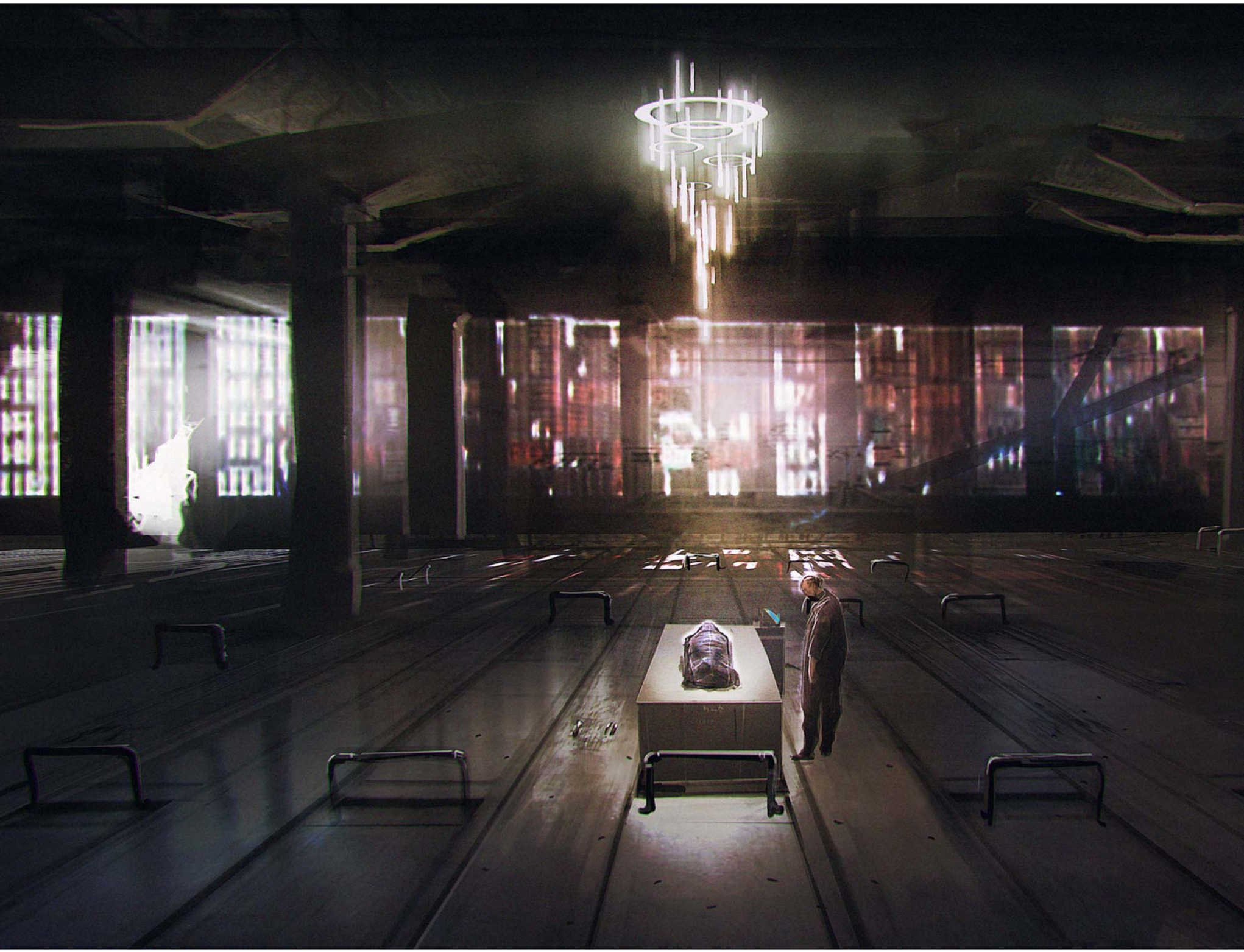
LEFT /Concept, depicting employees of the recycling department at execution.

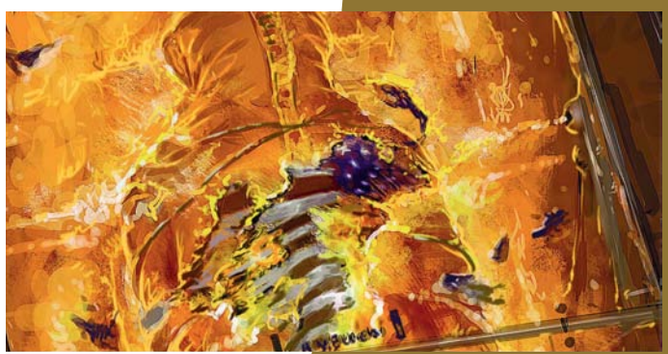
BELOW /Final concept facade of the crematorium.

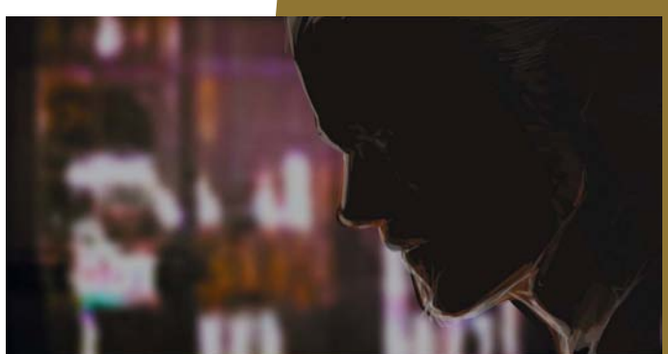
Translated from Russian to English - www.onlinedoctranslator.com

TOP /Early concept of a crematorium.

TOP /Close-up of the concrete floor of the crematorium.







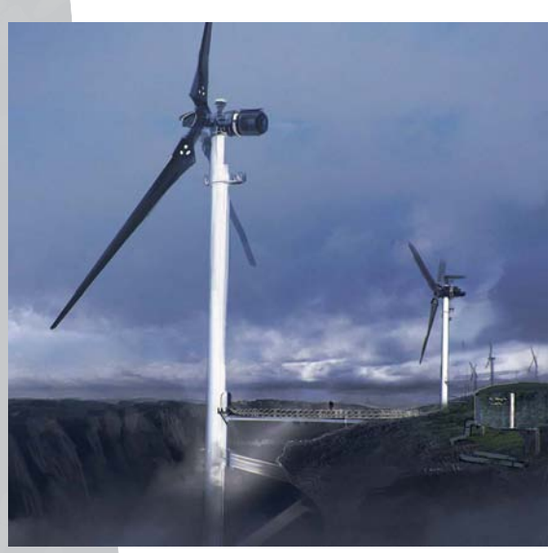
THIS TURN /Since cremation is mandatory in this world and has no alternative, the process of burning The bodies still resemble a funeral, and the place itself is designed to preserve an atmosphere of solemnity.

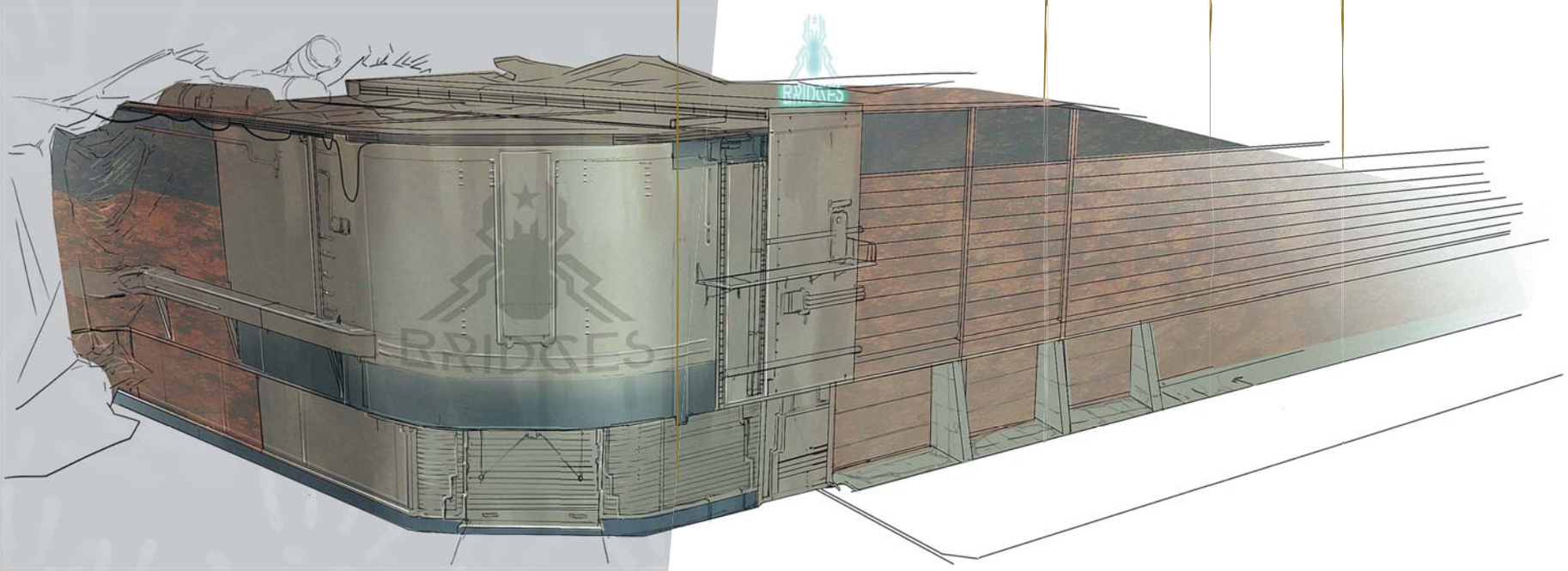
3 * ! * * - &

TOP /Early concept of wind turbines.

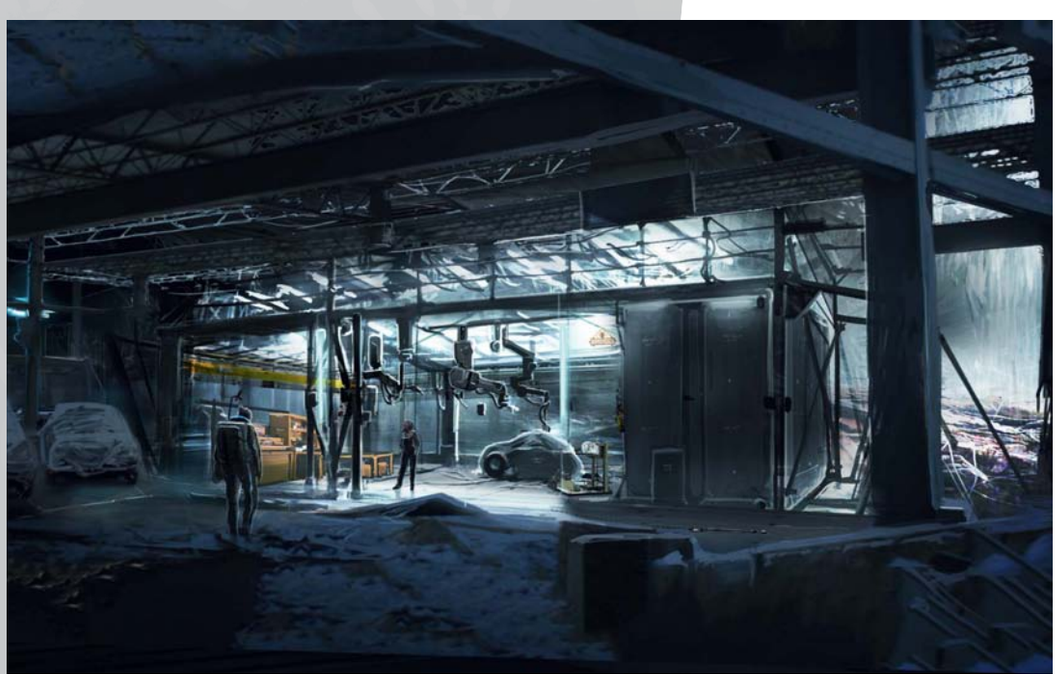
RIGHT /Final concept wind power plants.

BELOW /Unused wind farm concepts. It was supposed to use wind as an additional source of energy.



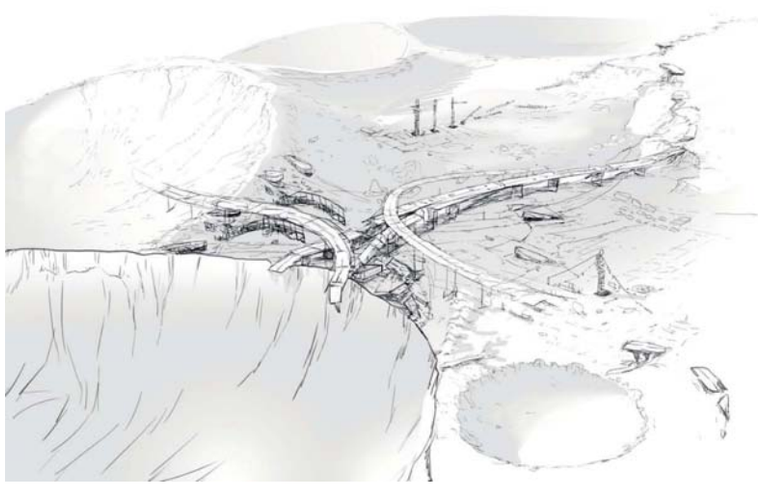


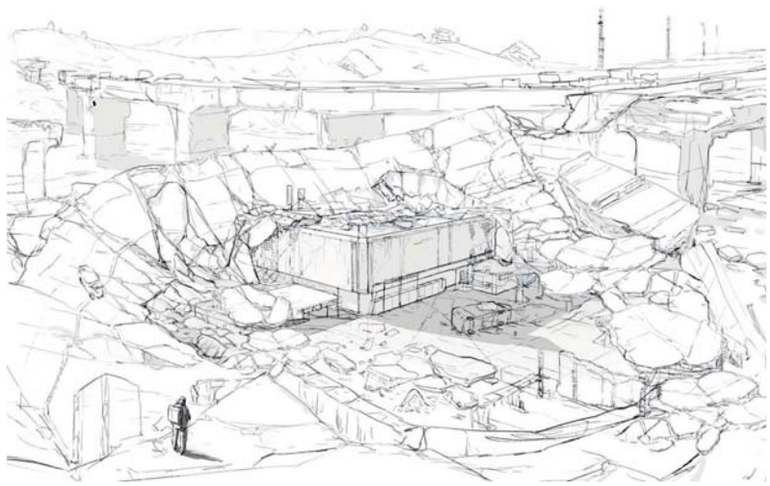
TOP /Early concept of Mama's lab with image one of the first versions of the Bridges logo on the wall.



BELOW /Laboratory Interior Concepts Mom and a mobile for her child.

THIS PAGE /One piece of concept art shows Mama's lab standing on the edge of a crater - part of the building was destroyed by a void spill.





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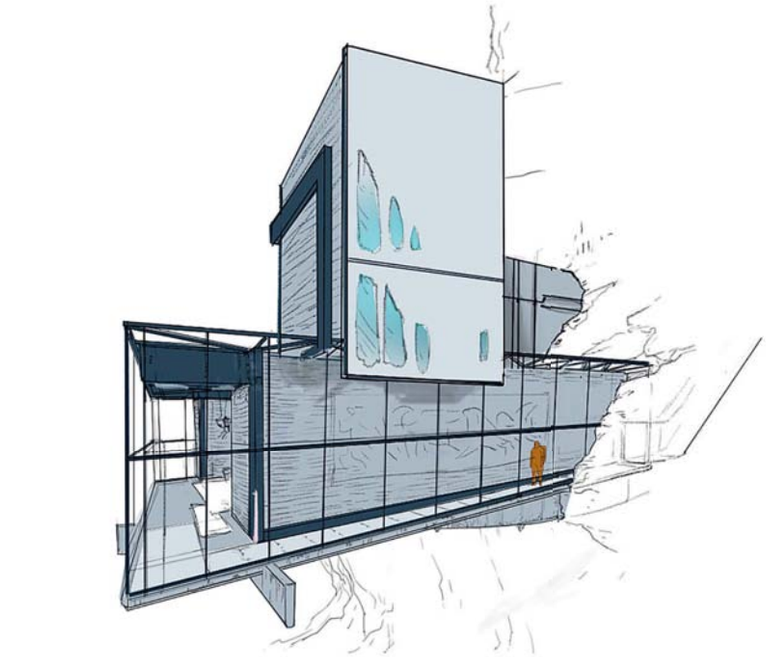
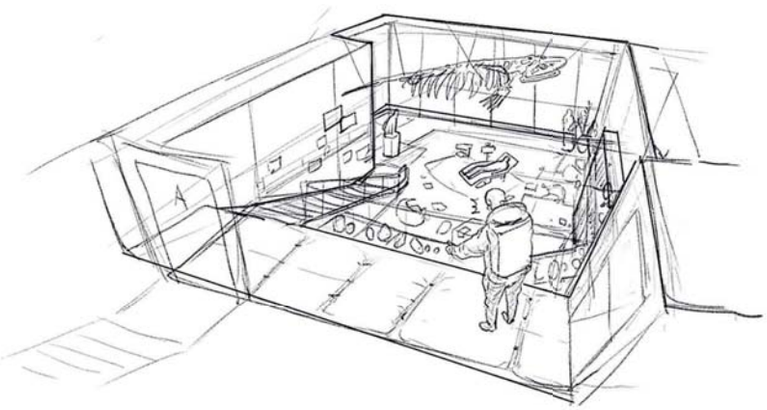
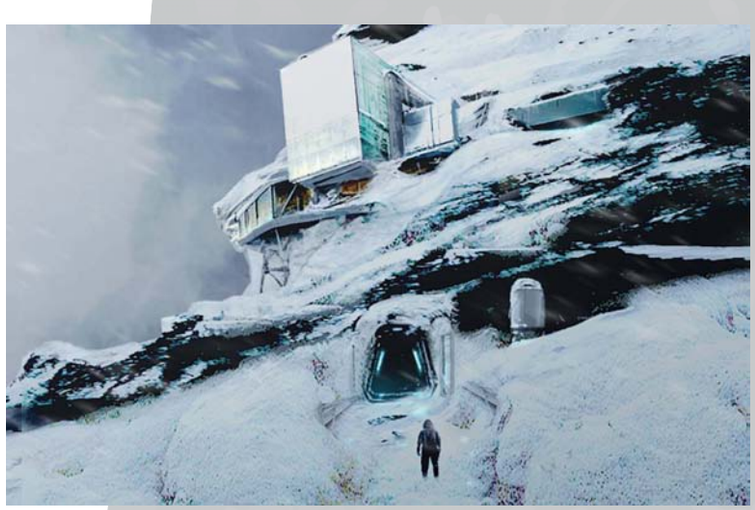
TOP /Early concept entrance to the laboratory Hartman.

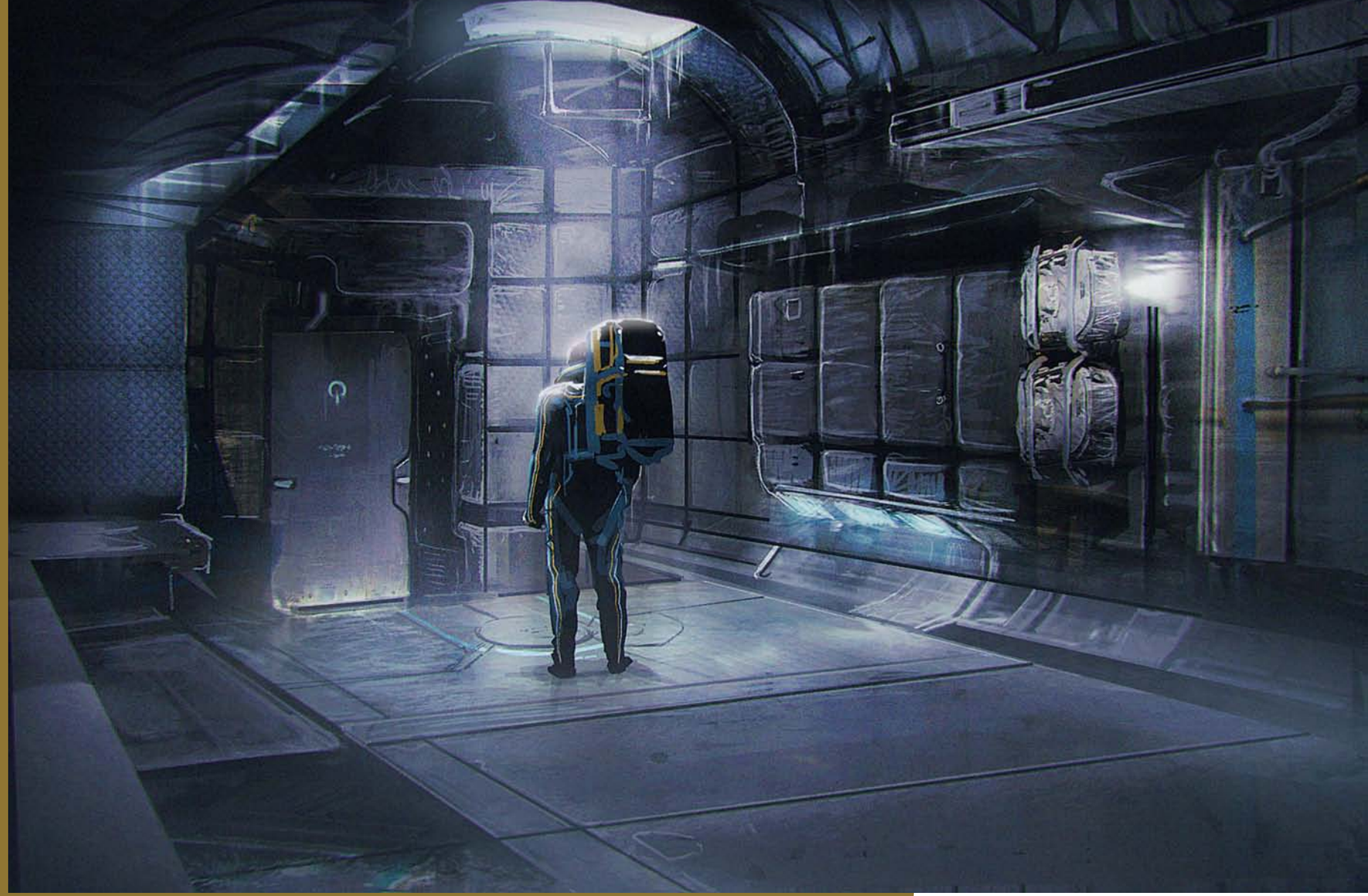
LEFT /Early concept heart shaped lakes.







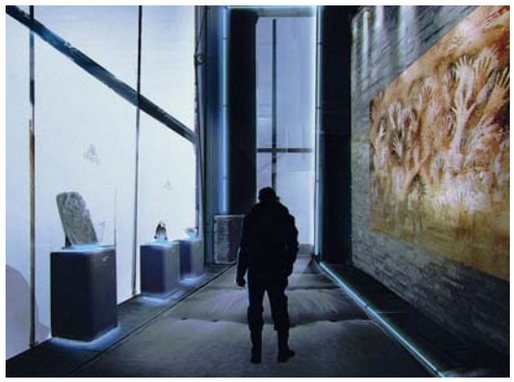
THIS PAGE /Different versions of Hartman's laboratory.



BELOW /An early concept for the interior of Hartman's laboratory.

BELOW /Final concept laboratory interior.

TOP /Early concept of the entrance to the laboratory.



BELOW /An early concept of a heart-shaped lake. Because The lake was formed as a result of the outburst of emptiness, and there are ruins around it.

TOP /Different corridor options in Hartman's laboratory.

DESTROY ALL BRIDGES

THIS PAGE /Different types of MULE camps.

LEFT /MULES hang out the uniforms and boots of robbed Bridges couriers as a deterrent.

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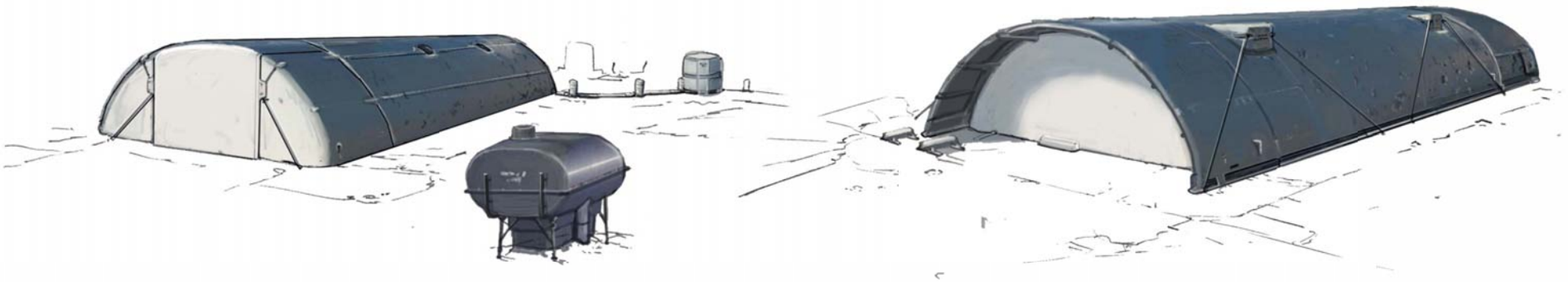
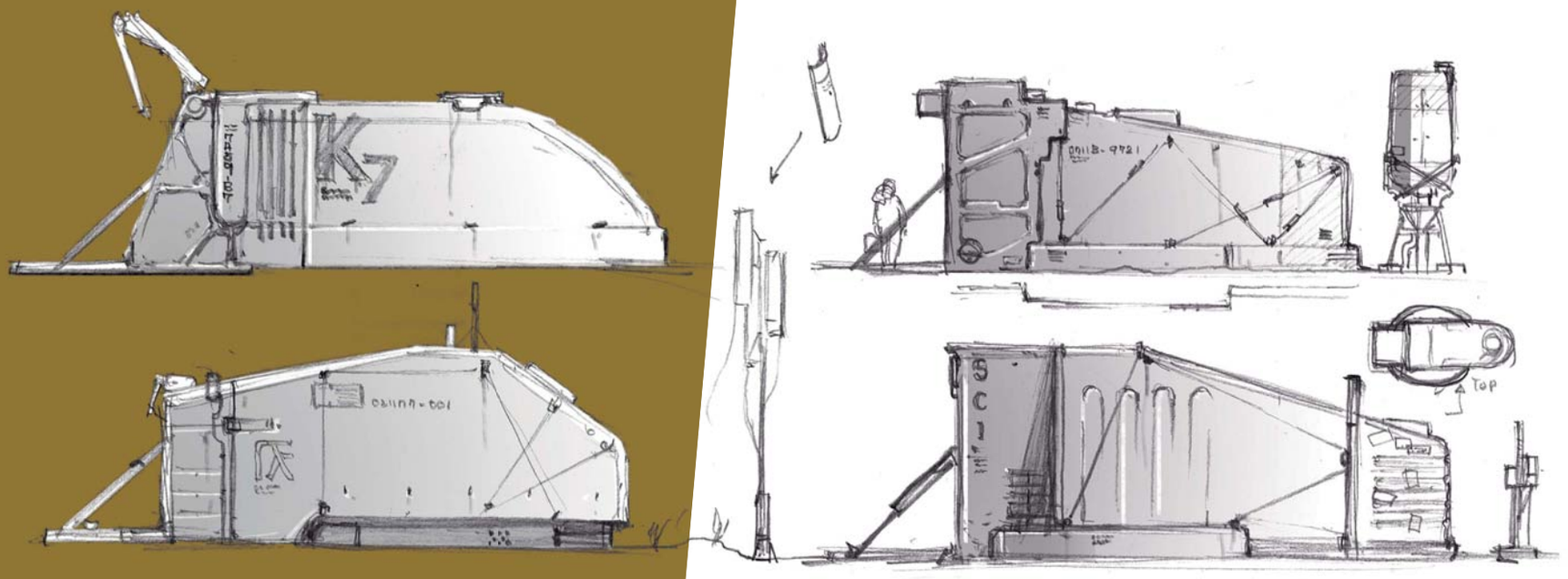
BELOW /The final concept of the Survivalist farms.

ABOVE AND BELOW /Early concepts for Survivalist farms.

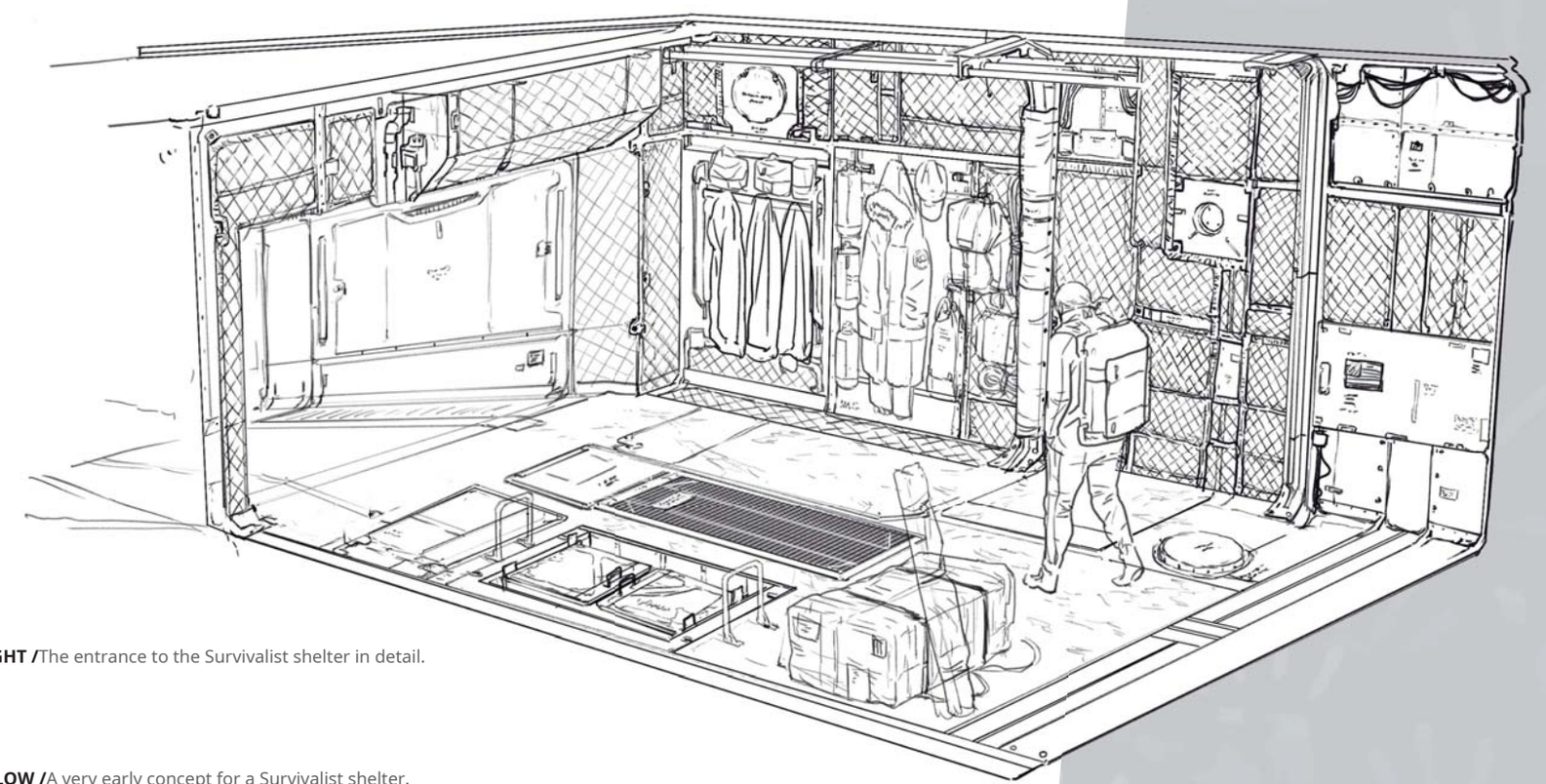


THIS PAGE /Different variants of Survivalist bases.



TOP /The entrance to the Survivalist shelters is at ground level.

BELOW /Early concept of the Survivalist shelters.



RIGHT /The entrance to the Survivalist shelter in detail.

BELOW /A very early concept for a Survivalist shelter.

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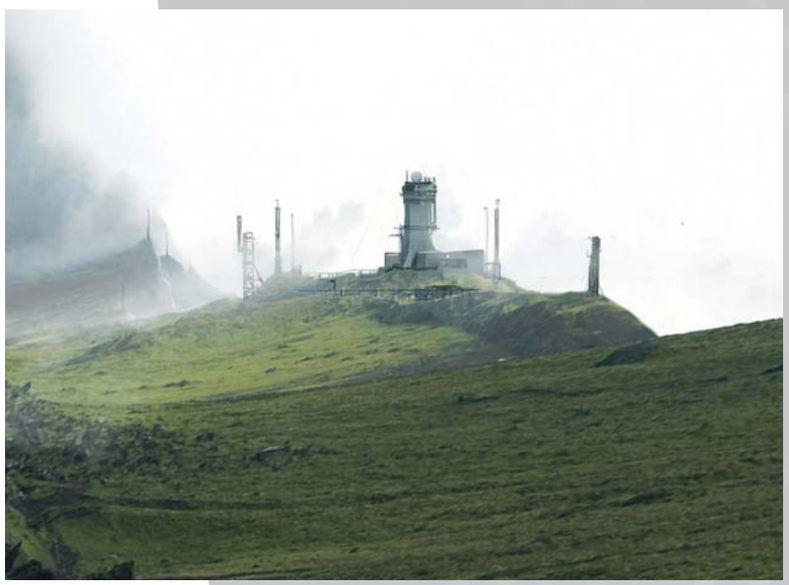
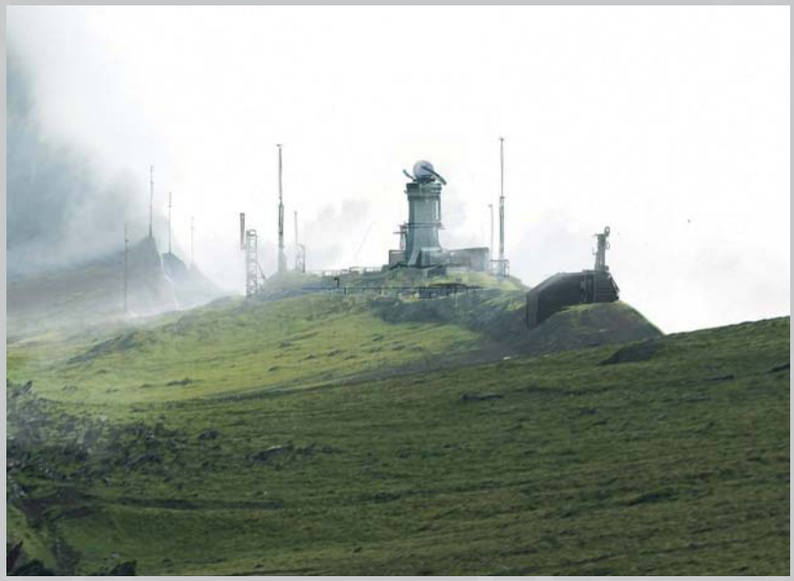
1 *



LEFT /The concept of transit points is close to the final version.

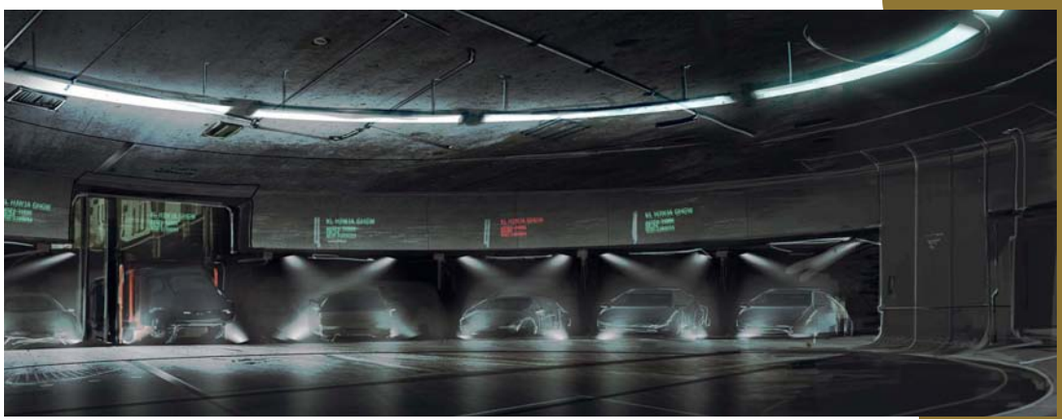


BELOW /Early concept of transit points.

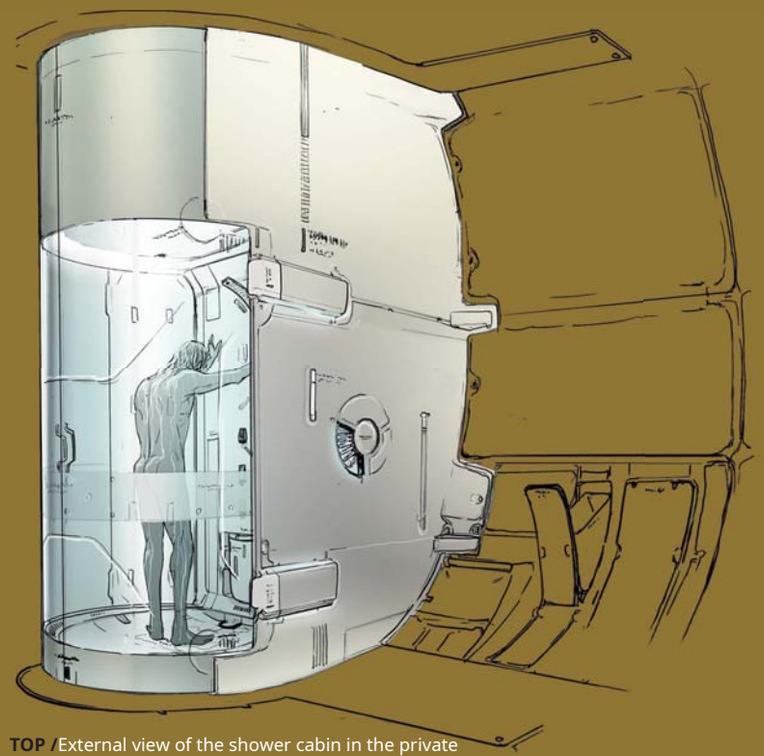
- P - S - &

TOP /Concept of private spaces, close to the final version.

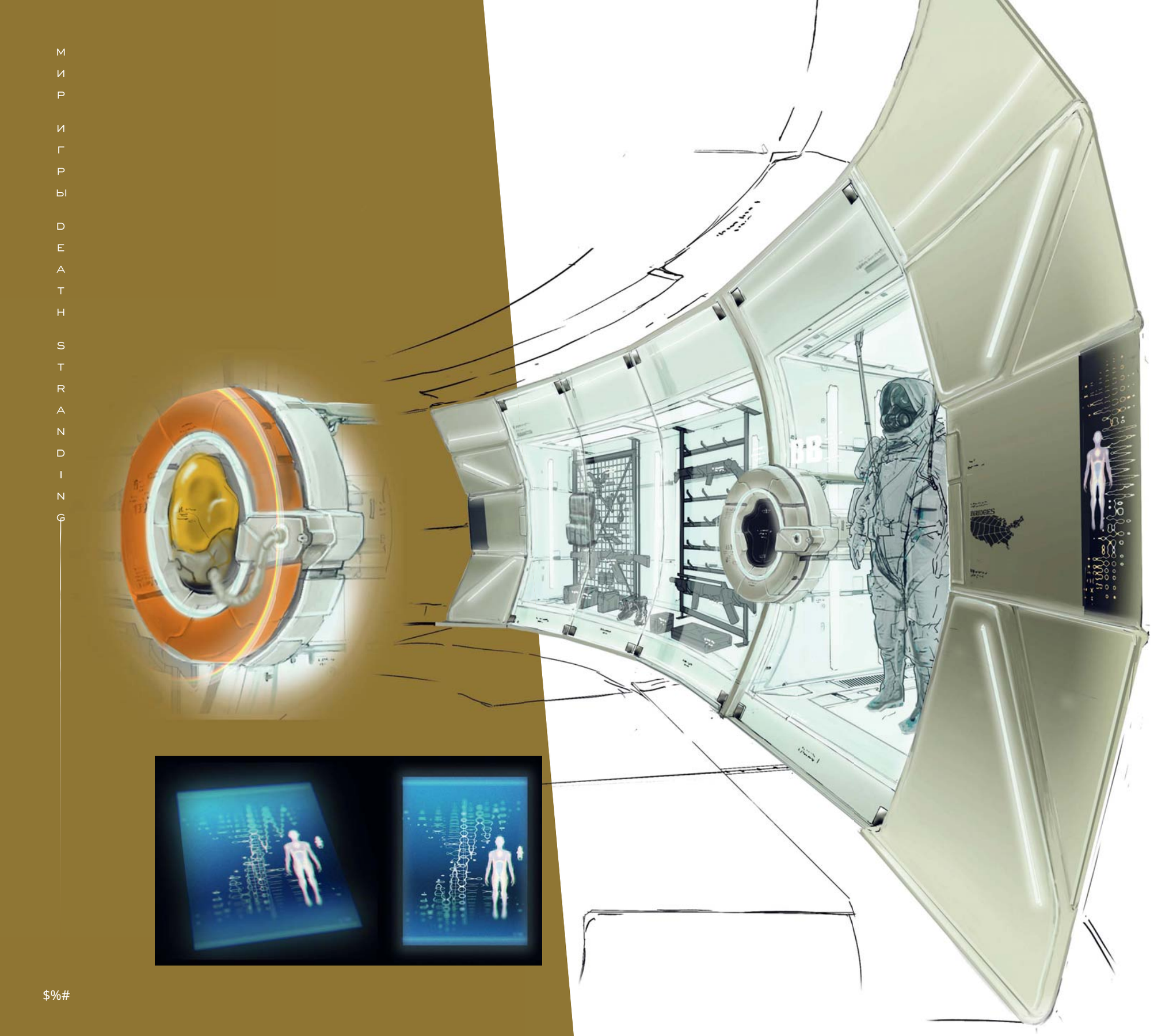
LEFT /Early concept of private quarters.

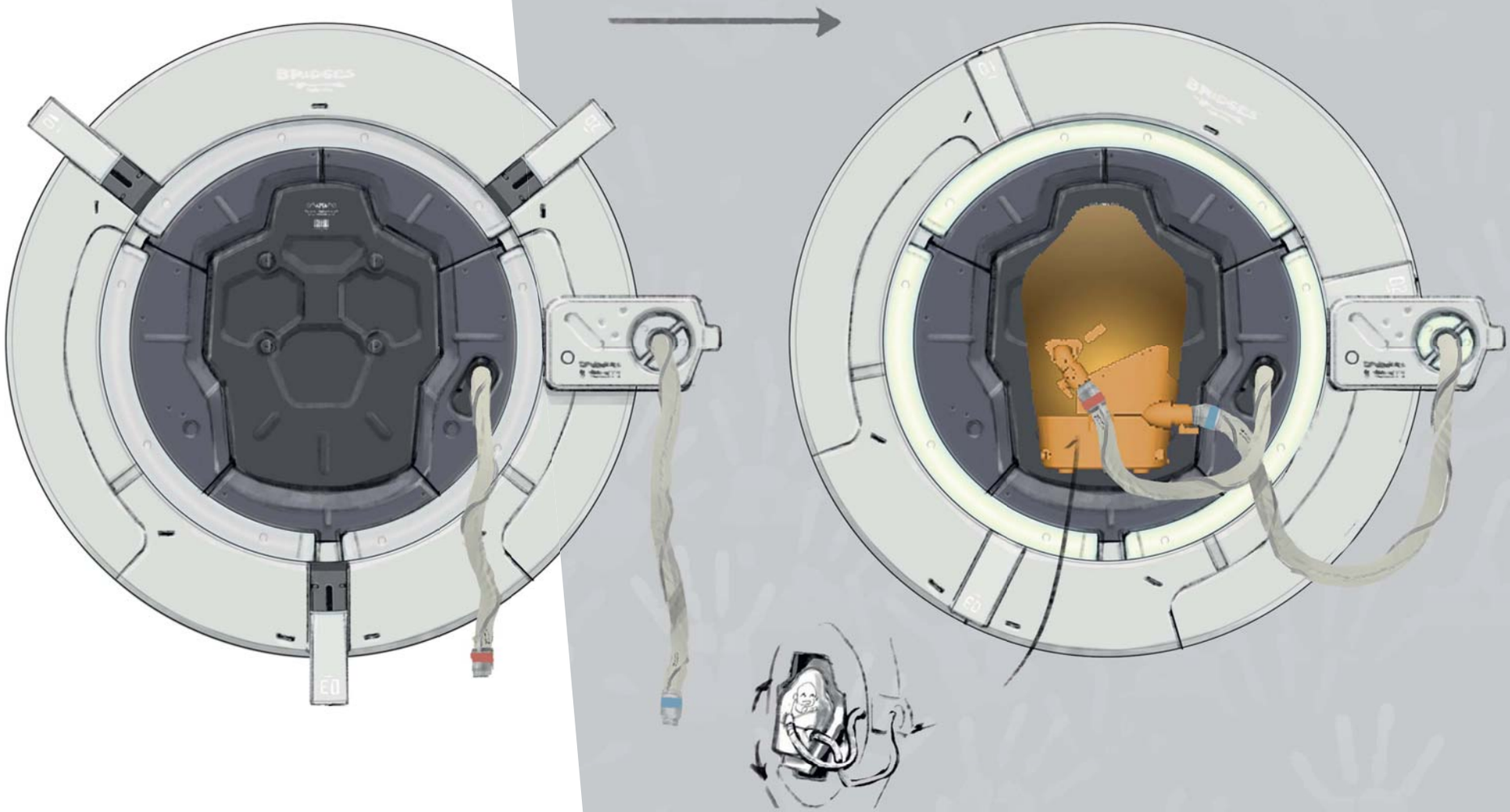


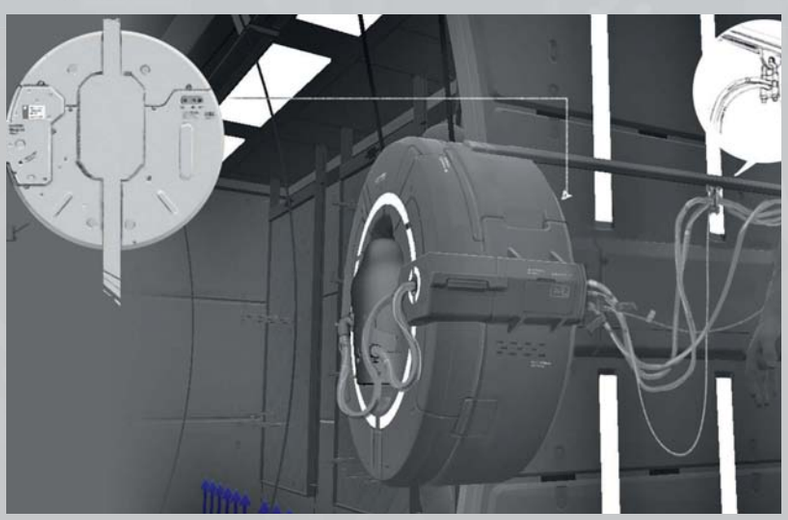
ABOVE AND BELOW /Early concepts for private spaces.



TOP /External view of the shower cabin in the private indoors.

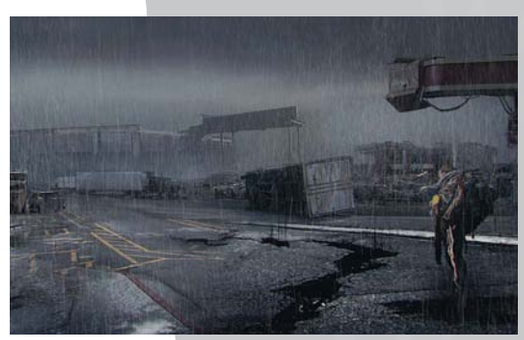


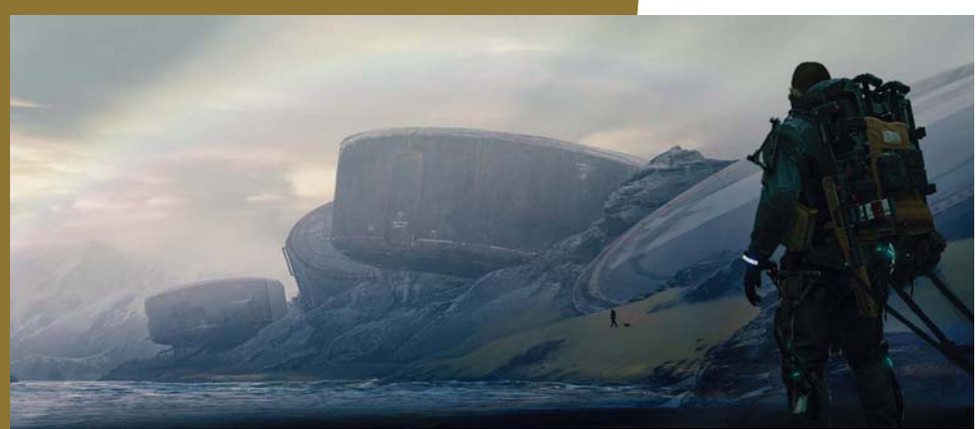


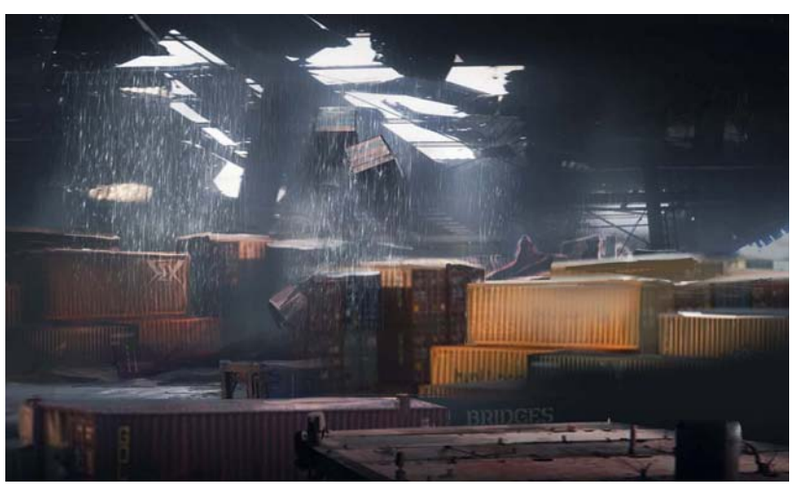


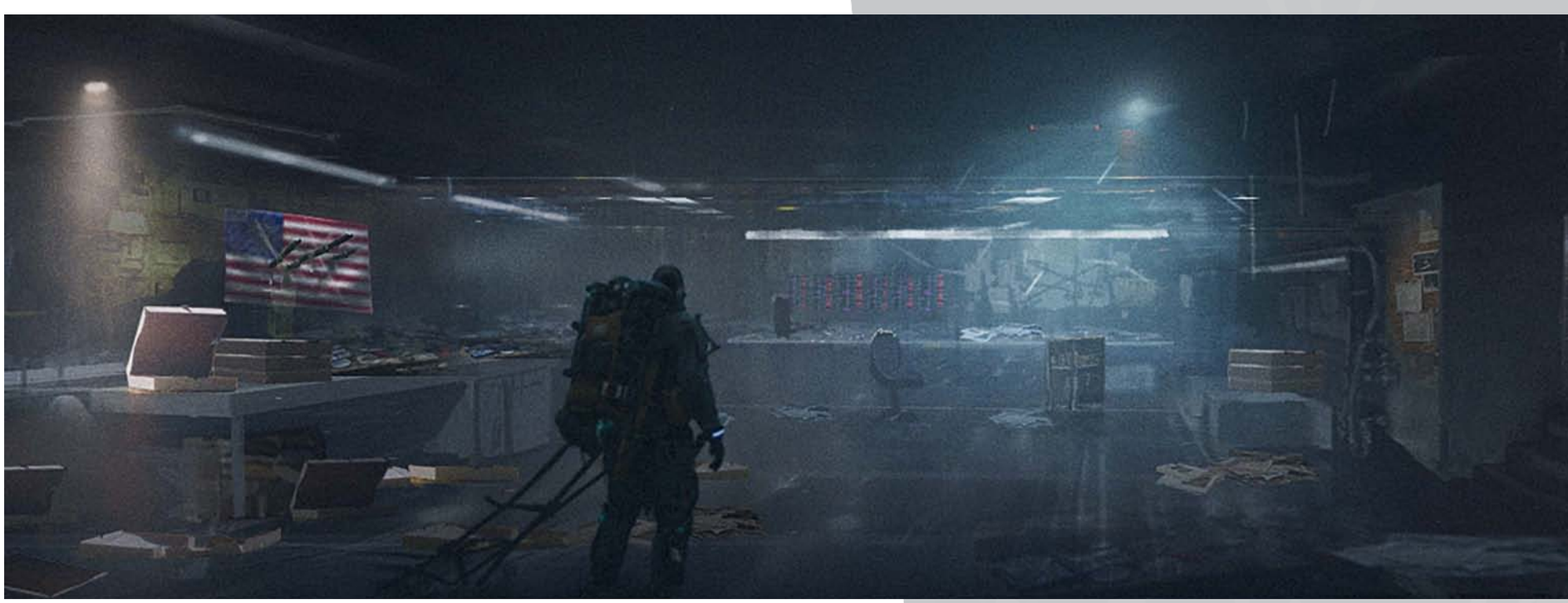
THIS TURN /Personal space incubator in detail.

THIS CHAPTER /A lot of concept art was created for various locations. and game situations, although not all of them were implemented.

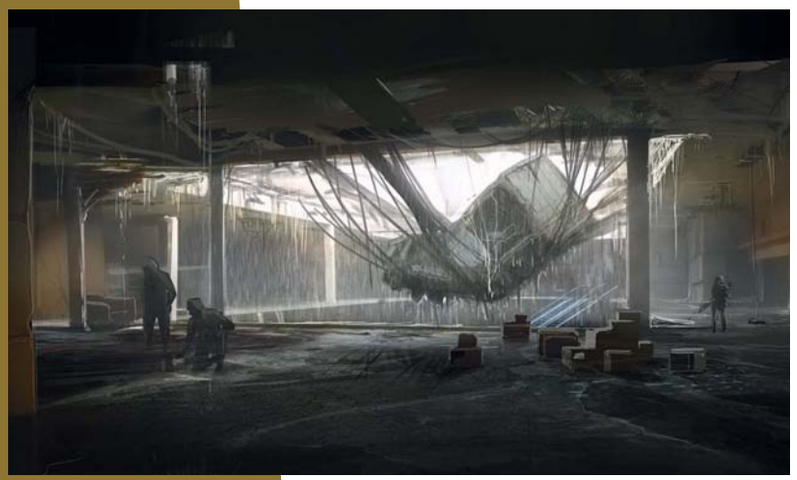






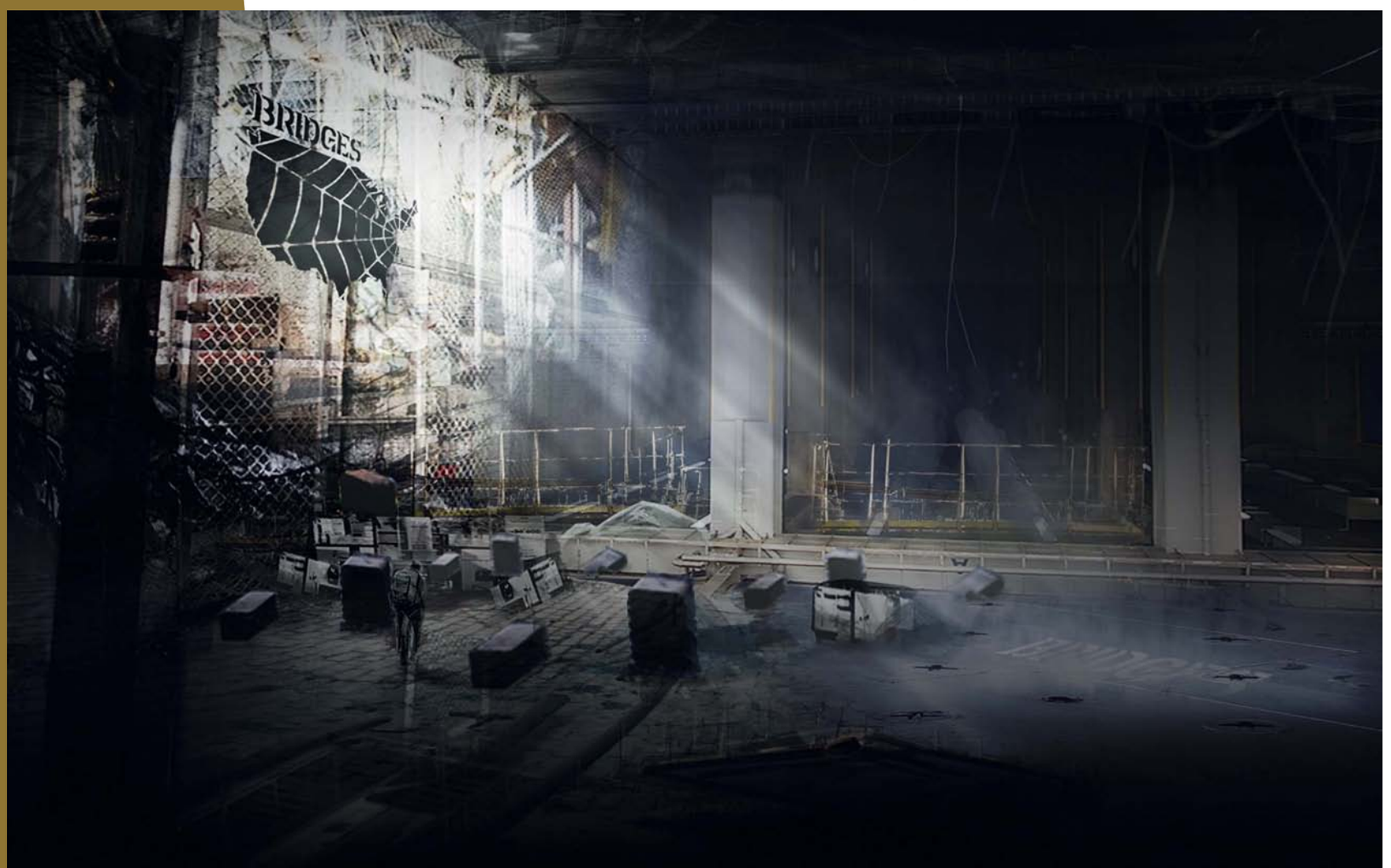


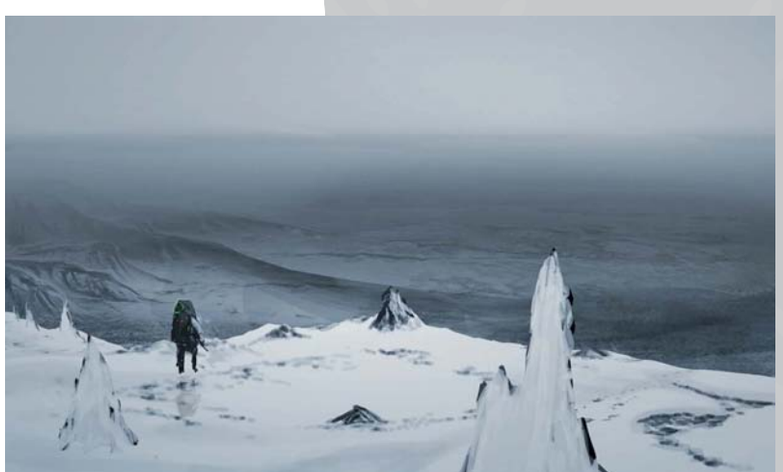
THIS PAGE /Higgs room concepts.



THIS PAGE /Early concepts of ruins.

THIS TURN /In the worldDEATH STRANDING there are almost no people left, and the ruins only add to the feeling of emptiness and abandonment.





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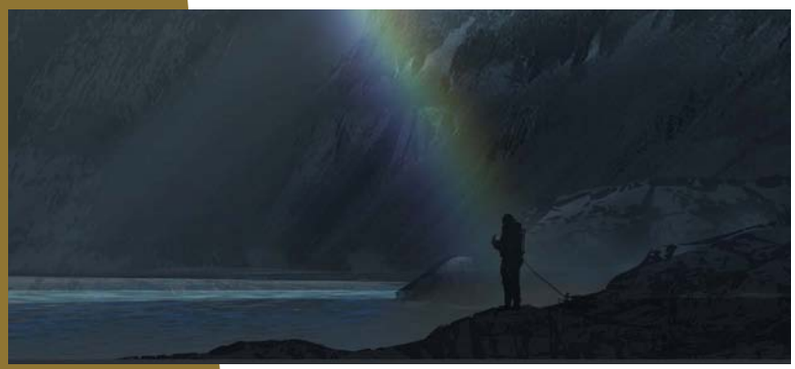
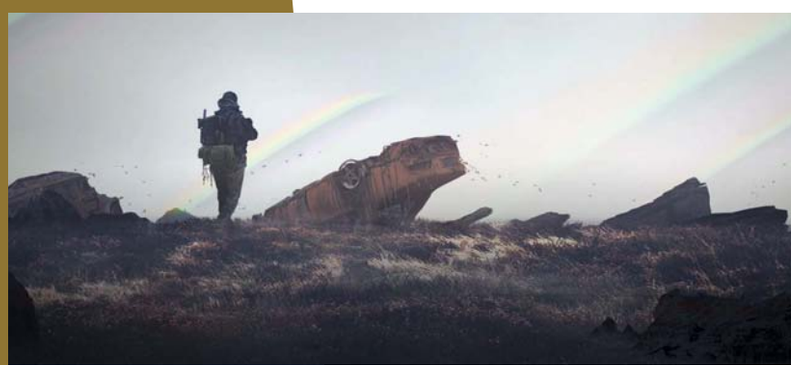
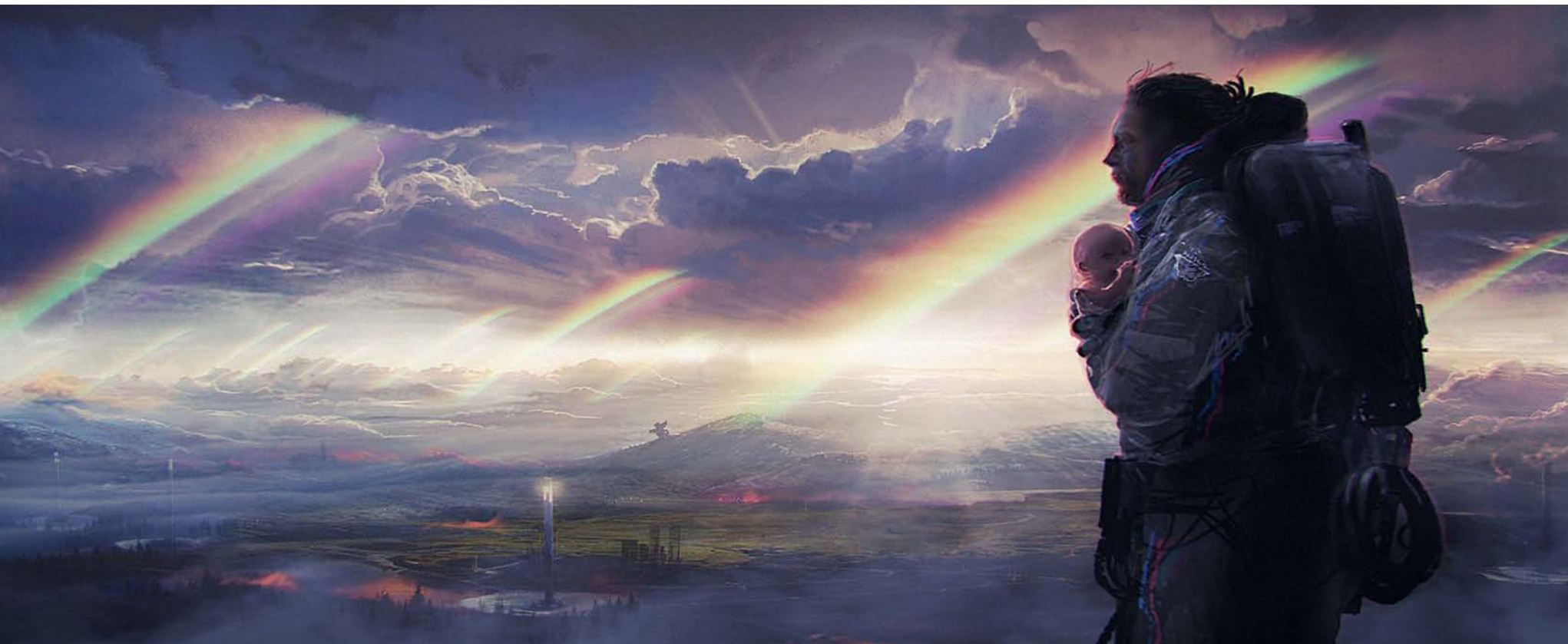
THIS TURN /Unused concepts created to form general atmosphere of the world.

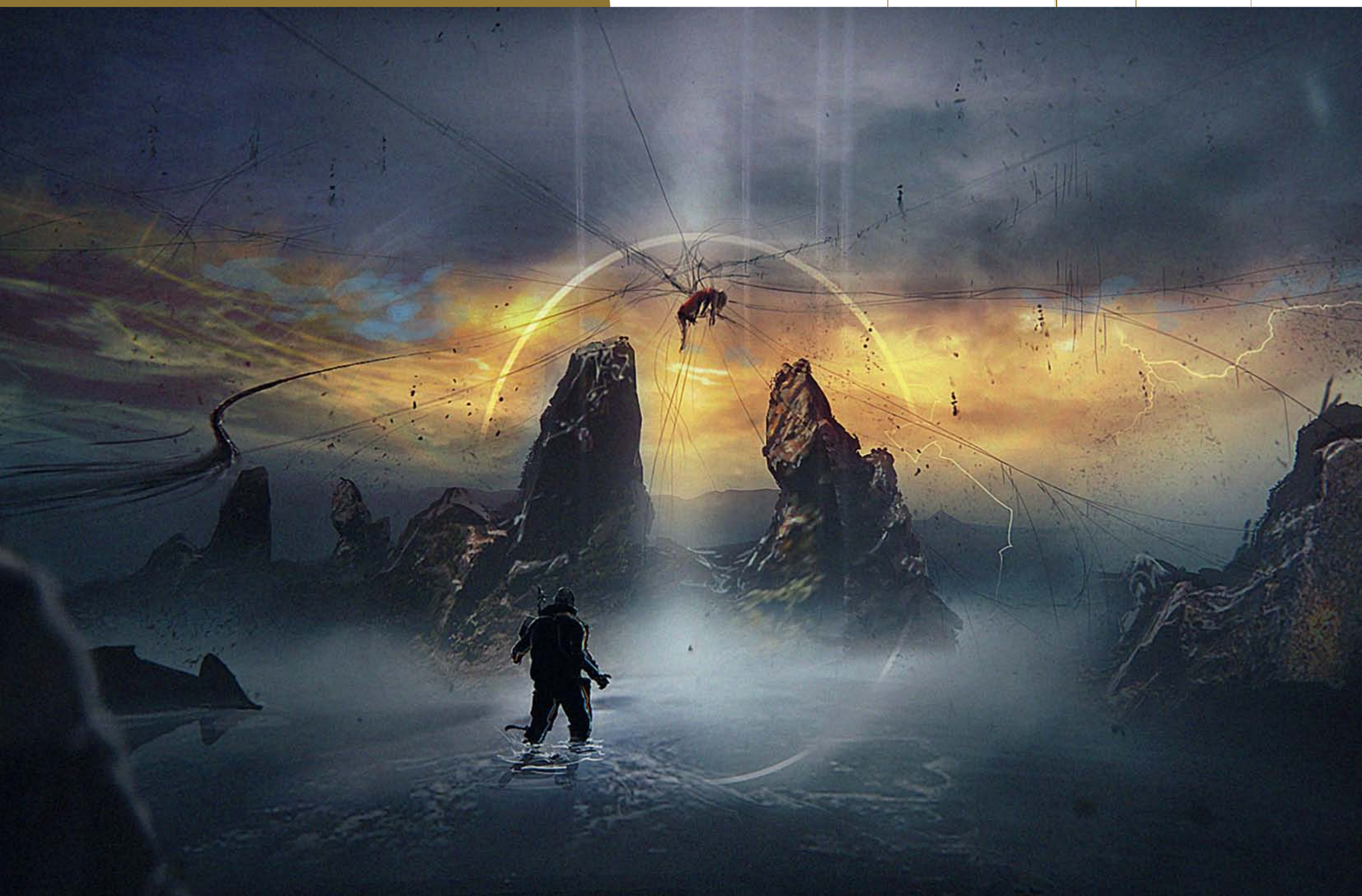




TOP /Concepts for the game's opening scene.

BELOW /Concept of the final scene of the game.





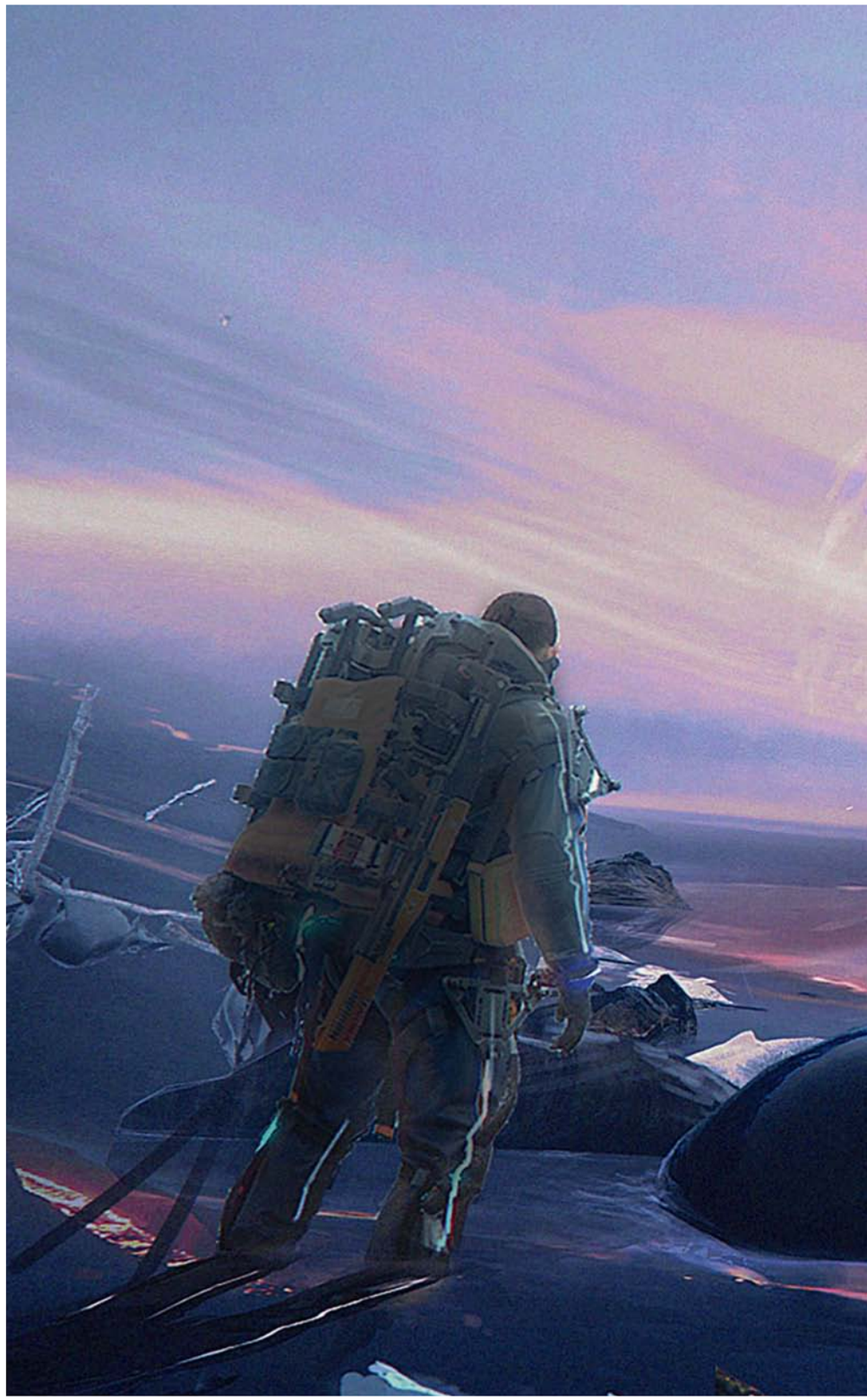
THIS TURN /Concepts for the Battle of Amelia Coast.

THIS PAGE /Variations of the Amelia Coast where artists wanted to experiment with the location of the whales and the rainbow.

THIS PAGE /Amelia Coast Concepts Before Last Stranding.

THIS TURN /
Unused concepts for one of the game's final cutscenes.

THIS PAGE /How the concept art of the Last Exit changed over time (from top left to right).



Translated from Russian to English - www.onlinedoctranslator.com

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DEATH STRANDING

Legendary game designer Hideo Kojima brings a whole new experience to PlayStation®4 console users that challenges all modern gaming genres. The game takes place in the near future. A mysterious explosion has hit our planet, causing a series of supernatural events known as the "Death Exit". The human race is on the brink of extinction when the main character Sam Bridges begins his journey through devastated lands teeming with otherworldly creatures. Will he be able to prevent the inevitable death of humanity?

*"World of the game*DEATH STRANDING»contains hundreds of illustrations and sketches of characters, equipment, locations, and creatures. It also includes early sketches and unused concept art, including some by acclaimed artist Yoji Shinkawa.

ABOUT KOJIMA PRODUCTIONS

KOJIMA PRODUCTIONS Co., Ltd. is a Japanese video game development studio founded in 2015 by game designer Hideo Kojima. He is also the producer, writer, designer, and director of DEATH STRANDING.

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